

When SIM turns to SIN,
new rules apply.

MOB RULE



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A message from Mark Cale, Managing Director of Studio 3

Based in Covent Garden, London, England, Studio 3 Interactive was established by Mark Cale to create quality computer and video games for a discerning world-wide audience.

"We are an imagination company that combines creative artistry with the power of computers to create worlds of excitement, exploration and entertainment. The company is privileged to have some of the very best development talent around who are always ready to meet the challenge of producing quality games head-on.

" Mob Rule is our second game in our PC simulation series, the first being Constructor. We believe that in creating this game we have managed to put a new slant on the genre of 'simulation games'. Mob Rule is a carefully crafted blend of real-time-strategy and simulation with a healthy quantity of humour added to bind the mixture together.

"Thank you for buying this game and we all hope that you get as much pleasure from playing it as we did in creating it and look forward to entertaining you again with future releases."

Mark Cale
Studio 3 Interactive

THE STORY SO FAR

The place: Your everyday, poorly-lit back alleyway.

Somewhere in America.

The time: 1930's, the Gangster era.

Joey the Runt, and Limp Lenny leave the meeting through a back door. "So, wadda yuh think Limp?" says the Runt.

"I think you wanna watch yer mouth," says Limp Lenny, dragging his twisted and disfigured leg along the floor trying to keep up with Joey. "That new guy really got up my nose. Just 'cause he's been making moves on the Godfather's second cousin's sister-in-law's niece, he thinks he's gonna get treated special like."

"Whadda you say, I can't hear you back there," shouts Joey.

"I says, for you to stop runnin' ahead and come back here to give me a hand," shouts back Lenny. "It aint easy draggin' this leg 'round, 'specially as I got the bullion stashed in my trousers."

"So where we goin then Limp? Chicago, the Big Apple or maybe even Frisco. I like San Francisco, the clubs, the booze, the broads and there's always the earthquakes. Sorry, I forgot, you have enough trouble gettin' 'round without the ground movin' . . . "

"Shuddup, or I'll keep all the bullion myself. We ain't goin' to any of dose places. I overheard the Godfather tellin' the new guy that if he do good in Hick Town then he's goin' to Cripple's Bend to do business. So that's where we're goin — set up a little welcomin' committee. I'm gonna show the Godfather that this new guy is just a two bit punk. ""

"I've heard'a Cripple's Bend. Isn' it some real miserable place, cold, damp and fulla real strange people. Come to think of it Limp, you're gonna fit in real well there . . . Ouch! There's no call to kick me like that, that bullion's hard . . . "





INTRODUCTION

The era of prohibition in America saw organized crime rise to new heights and the establishment of criminal families that frequently fought with each other in bloody mob wars. There was a lot at stake in this a dog-eat-dog world of crime. Fortunes could be made if you controlled all the: gambling, booze distribution, prostitution and protection rackets in your neighborhood.

But you were never safe for long, there were always new guys coming along to muscle in on your turf. Guys that would just as soon drown you in a cement mixer as give you the time of day.

Your quest to become the King Pin amongst your peers takes you to five different cities. Starting in the suburbs of quiet little old Hick Town, on to the inhospitable Cripple's Bend, then halfway across the world to Rangoon in Burma, back to the Southern parts of the U.S. in Dead Dog Ditch and finally to the Mecca of organized crime -- Capitol City. Every city presents a unique challenge as you have to overcome the natural hazards already there and still carry out the demands of the Godfather.

To wrest control of a city from the grasp of other families you must fight a block-by-block turf war against them and the authorities. Using your gang of Workers, Gangsters, Undesirables, Thugs, and Fixers you start by constructing a power base in a city which you ultimately hope to expand into an empire by controlling all the blocks in the city. This is not something you can do quickly; it takes time, planning, Resourcefulness and a willingness to be completely ruthless. You'll have to wage bloody war on rival gangs, cope with regular shake-downs by the police, and still find time to make money.

Mob Rule is a unique marriage between survival in 1930's criminal underworld and cutting-edge strategic gaming -- all wrapped up in an addictive and hilarious package that tries not to take itself too seriously.

This blood-soaked strategy is as much fun as you can have on a computer.



SYSTEM REQUIREMENTS

Minimum configuration:

Windows 95, Pentium 166 Processor or higher, 16Mb Ram, 2Mb PCI Graphics card, 4-speed CD-Rom drive, 50Mb hard disk space, Soundblaster or 100% compatible sound card with DirectX Support, Microsoft compatible Mouse, Speakers.

Recommended configuration:

Windows 95, Pentium 266 Processor or higher, 32Mb Ram, 2Mb PCI Graphics card, 8-speed CD-Rom drive, 480Mb hard disk space, Soundblaster or 100% compatible sound card with DirectX Support, Microsoft compatible Mouse, Speakers.

INSTALLATION

Start Windows 95/98 and insert the Mob Rule CD into your CD-Rom drive. Please note that if you have more than one CD drive on your machine, you must always replace the CD in the same drive when playing the game.

Assuming you have Auto-Run enabled on your CD drive the installation process should begin automatically. If not, then launch Windows Explorer and run the file SETUP.EXE in the root of the CD drive by clicking on it.

The program expects to have DirectX 6 installed on your system. If you do not have it or have a version less than 6.0, the program will immediately ask you whether you wish to update it. You must select "OK" to continue. At this point it will Install the latest drivers for DirectX 6.1 onto your machine.

You will now be asked to select which language version you would like to install. Please make your selection and click on "OK". To change this at a later stage, you should Un-Install the entire game and then re-run the installation process.

After showing you a Welcome screen (and you clicking NEXT) the program asks you to decide which level of installation you wish for. At the same time you must select where you wish to install it on your hard drive.





By default, it will install the minimum form of the game which takes up only a few megabytes of your hard drive (but will be slower to run). Ensure that the CD is left in the drive throughout the game as the protection system employed will carry out random checks to make sure the original installation CD is present.

You can alternatively select either a MEDIUM or MAXIMUM option by clicking on the appropriate tick box. These options increase the hard disk space required appropriately. If you wish to select a different hard drive in which to install the game, then click on the DISK SPACE icon. If you wish to change the directory where the game is installed, then click on the BROWSE icon. Clicking on NEXT will commence the installation process. Prior to this, clicking BACK will take you back to the previous screen.

After all the files have been copied over, icons will have been placed in the START/PROGRAMS/MOB RULE folder. You will then be given the option of launching the game immediately. However, if DirectX was installed earlier in this process, you will probably need to restart the machine before running the game.

During the installation process, icons will have been put in the PROGRAMS section of the START MENU, under the MOB RULE folder name. These icons allow you to run or un-install the game.

If you wish to Un-Install the game, select the Un-Install Mob Rule option from the START MENU/PROGRAMS/MOB RULE folder and follow the on screen instructions. This will remove it completely from the computer. However, any saved games will still be left in the SAVEGAME directory of the original installation location. These can be copied over to any new installation.

Please note that on subsequent occasions, if you have Auto-Run enabled on your CD drive, inserting the Mob Rule CD will prompt you as to whether you wish to play Mob Rule.



NETWORK PLAY

When Mob Rule is first launched, it checks whether there is an IPX network present on the computer. If present, it will allow access to the Network Game from the main menu.

After clicking on the "Network Game" option, you must make the decision whether you wish to host a network game or join someone else's game. The person who is hosting the game is the only person who can make changes as regards which city is used and the difficulty level. You are also able to change player-name by clicking on the box in the middle, or by changing the name of your game (if you will be the host) by clicking on the box to its left.

If there are any other games hosted by other players then they will appear in the boxes across the top of the screen. To join one of these, merely click on the box. Alternatively click on the "NEW GAME" box to host your own game.

Once you join or host a game you must wait for other players to join your game. While waiting, each player makes the decision as to which color team to choose. When other people have joined your game, you can communicate with them by clicking on the text area and typing a message which will be seen by the other players. This can be used to decide which level you would all like to play, so that the host can make the appropriate selection. Once two or more players are joined together, the host can elect to start the game. Once a game is in progress, no more players can join in.

Within a network game, you are able to send messages to the other players by going to the "Review Messages" screen and clicking on the "Send Message" icon. This brings up a text box by which you are able to type the message. By default, this message will be sent to all the other players in the game, but by pressing F1/F4 you can select/de-select each player so that you can ally secretly.

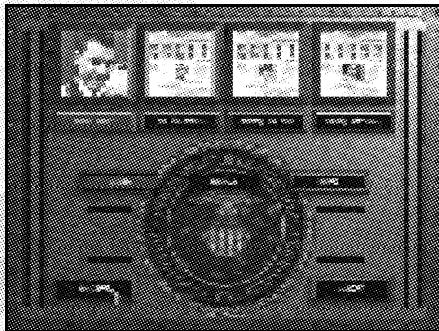
The one difference to the normal single player game is that network games do not have specific missions for you to complete. You are merely trying to wipe out the other human players as best you can. As a result, when selecting which colors to play at the start of the game, you are also able to select which city you play in by clicking on the city name at the bottom center of the team select screen.





QUICK START

Once you have installed the game there will be a shortcut within your Windows START MENU, clicking this will run the game. Once through the introduction to the game, you will arrive at the game start screen. Initially you will only have the option to play the Tutorial. When you have finished the Tutorial and run the game then an additional option is displayed -- Play Game.



From here you can select the team you want to play and select the level of difficulty you wish to play. When you are happy with your selections, left-click on the "accept" button at the bottom left of the screen. It is strongly suggested that your earliest experiences with Mob Rule are on the 'Easy' setting. As your familiarity with the game grows, you might like to try playing on a more difficult setting -- if you think you're good enough.

The game sends you to different cities (Hick Town, Cripple's Bend, Rangoon Rumpus, Dead Dog Ditch and Capitol City) where you must complete a series of missions set by the Godfather. While carrying out the wishes and desires of the Godfather, you will also have to cope with rival 'Families' also trying to establish themselves in the same city. Make sure you pay attention to what the Godfather wants you to do; he has a mean temper and does not suffer fools lightly. Only when you have done the bidding of The Boss do you get to move on in the game.

The first ten missions of the game have been specially structured to make your initial playing experience easy through the use of hint-text boxes which appear in the main play area. This hint-text will help drive your progress through the game without being too intrusive and interfering with your gaming experience. In addition to the hint-text, positioning your mouse-cursor over any icon will display help-text to tell you the function of that icon.

As you become more familiar with the game's features you may want to turn the hint and help-text off. This is done by going into the 'message data screen' and toggling the appropriate icons on or off.

Now you are ready to start playing the game.



You are in a small town, off the beaten track, called Hick Town. This town has been targeted by organized crime to be a training ground for punks new to the business, and, as such, you will be expected to learn all the tricks of the trade.

When you arrive at Hick Town you have a small stash of money in the local bank and a tiny plot of land, where your Headquarters Building is located, just about enough for one or two small buildings. Now is a good time to get some practice in selecting and moving characters around. You have several workers at the start of the game and these provide the opportunity to try out all the basic and common controls.

So let's get the first building going.

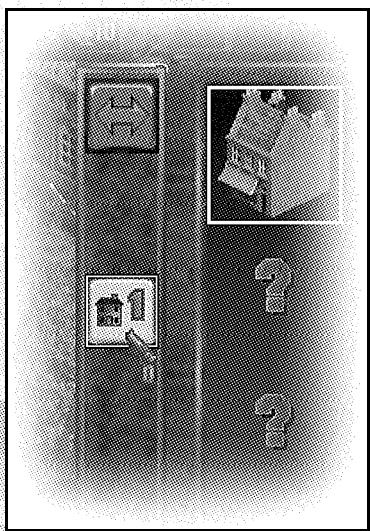
There is hint-text positioned above the Building Purchase Icon and a yellow frame appears around it to make sure you click on the correct icon. Left-click on the icon and you will be taken into the Building Selection Screen. At this point in the game you only have a choice of one building type - this changes as you progress with greater varieties of building being available at different stages of the game. This is shown by a column of icons down the left side of the selection screen, each one representing a different group of building types.

The types of properties available are:

- Resources (to produce construction materials)
- Group 1 Businesses (first level of enterprises)
- Group 2 Businesses (second level of enterprises)
- Utilities (useful buildings)
- Undesirables (homes of very strange people)

Within each category, the buildings not yet available are shown as question marks -- this will give you some idea of how many more in that category are going to be available in the future. When there are more buildings available on a list, you can click on a particular building or use the up and down cursor keys to move through the list to make a selection.

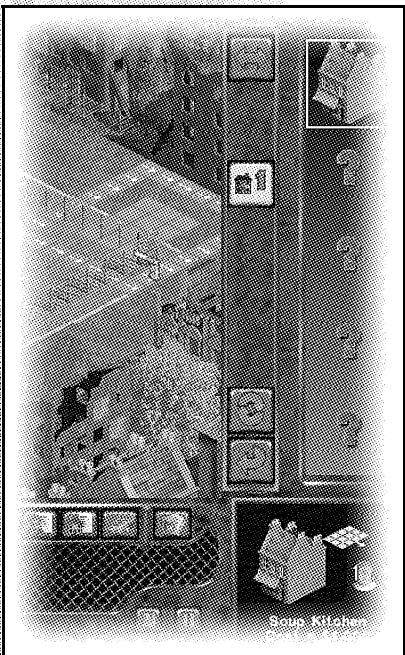




At this early stage, left-click on the building at the top of the selection screen to select the only building. The animation panel at the bottom right of the screen displays brief details about the property you have selected. To obtain more information about a selected property, left-click the double ended arrow above the building type icons. This will expand the data screen and give you full details about the property. As the game progresses this information will become more important to you when making decisions about the type of property you want to build.

You are now ready to start your first construction project.

Move your mouse-pointer off the Building Selection Screen. You will now see a large rectangular cursor appear. This represents the minimum (default) size of the plot of land in which your selected building needs to be constructed.



The building-cursor has many intelligent features and also provides you with a lot of visual information when initiating a building plot. If the cursor is red then it means your building is in an illegal position and you cannot place the building plot there. Move the cursor around so that you get a feel for what is a legal position and what is not. When the cursor changes to light brown then it is in a legal position.

Every building site has a gateway that allows access once the building is constructed. This gateway has to be positioned so that it is facing a road with nothing in front of it. To change the orientation of the gateway you can do one of three things. First, you can rotate the site in the Building Selection Screen by left-clicking on the Rotate Icon in the left column -- each click moves the site round by ninety degrees. To see which direction the site is pointing, look at the white arrow next to the site's footprint in the animation window at the bottom right of the screen. Try clicking the rotate icon several times and watch the arrow move around the site's footprint.

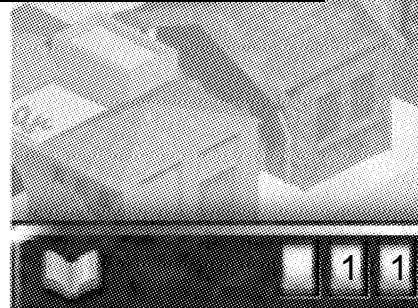
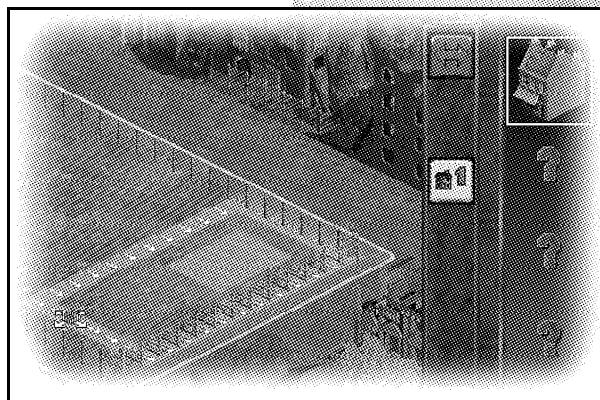
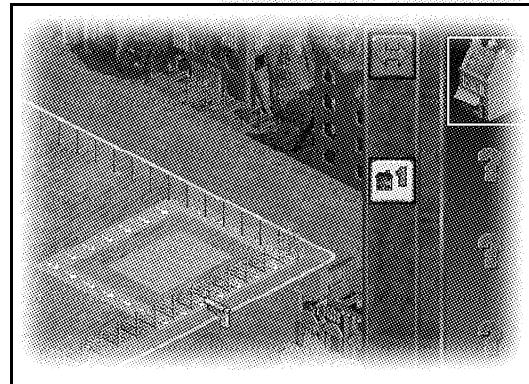
The second method of changing the orientation is to move the site-cursor (in the play area) into an illegal position (e.g. half on a road and half on an empty piece of land) and left-click on the mouse. This will change the orientation to point towards where you clicked. The last method uses the left and right cursor keys.

Once you move the building site into a legal position, its perimeter will have arrows in it showing the current orientation of the gateway. This is also indicated by the position of the small white arrow overlapping the foundation footprint in the information window at the bottom right side of the screen.

When you are happy with the position of the building plot, click the left mouse button to anchor the site in place. You are now able to move the boundaries of your building site in order to best accomodate the land you have available. The boundary which has the gateway in it cannot be moved after the initial anchoring operation, but the others can be expanded up to the maximum amount of land available or reduced to the minimum site size required for that particular building.

Moving the boundaries of a building site has several consequences. The larger the amount of land used, the higher the cost of laying down the site for a building. On the upside, the greater the distance a boundary wall from an actual building, the less that building will be affected by explosions in the neighborhood. Also, having more than the minimum amount of free ground space in a building development will allow the placement of more, and bigger, Gadgets.

This last point becomes very important as the game progresses and you are expected to accommodate a wide range of Gadgets and objects (like trees) to allow a building to be upgraded and for the good health of your Tenants.





As you move through the game you will quickly find that wasting land will hamper your development plans. Make good use of the land on a city block, or else you will not be allowed to purchase more. As you become more experienced, you will be able to anticipate the ideal amount of ground there should be surrounding a building and not be wasteful.

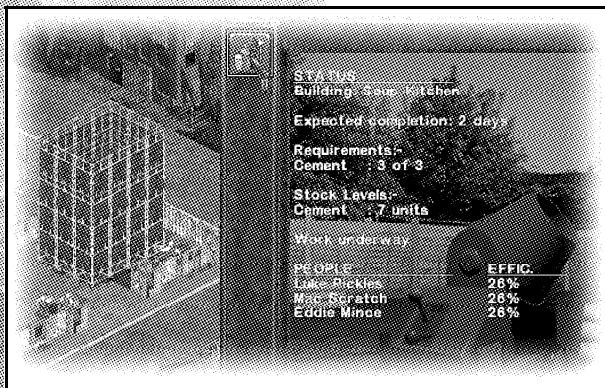
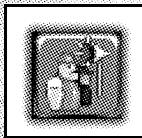
With your building's boundaries now defined, it is time to position where you want the building. The actual position of the building contributes further to the size of the building site. Additionally, there are aesthetic considerations should you be trying to make your developed city attractive as well as functional.

Construction can now begin.

In order to start the building process you need Workers (at least one) to carry out the physical work. There are several ways in which you get Workers to your construction site. The easiest is to left click on the foundation of the property to display the site's data screen at the right of the screen. At the top of the left-most column is an icon that is used to summon Workers. Left-click this icon and a worker will immediately begin moving toward the site. Clicking more times will summon one Worker for every click. You can continue to do this until there are no more idle Workers available (further clicks will result in an illegal action indicator being shown).

Other methods of getting Workers to a site are the same as for selecting and controlling characters everywhere in the game. You can select a character by left clicking within his detection zone and moving the cursor to where you want that character to go, then right-click on

the mouse to make that character move to the target area. When using the individual selection method you can press down and hold the Control key to allow selection of additional characters. Another method of selection is to lasso an individual or group of adjacent characters. To do this, simply press and hold down the left mouse-button then drag the mouse over the characters you want to select. Releasing the mouse button will leave those characters selected.





Sometimes you may not be able to see a character or know exactly where he is, especially if you have sent a character off on some mission to the other side of the city. In this situation the best way to get control of a single or multiple characters is to use the Gang Selection Screen.

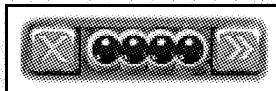
Left-click on the Gang Screen icon (on the action buttons running across the top row of the lower status area) -- the selection screen will appear at the right of the screen. This contains a complete list of all the normal characters in your gang. It also shows what their current activity is, how much energy and experience they have, whether they are part of an existing group and whether they are currently selected or not. If there are any characters already selected in this screen, they can all be de-selected by clicking on the de-select icon in the left column.

If you wish to make use of already selected characters and want to add to the selection list, then left-clicking on any other character will add them to the list (clicking on a character icon is a toggle between select and de-select). With your selections made, getting the characters to carry out an action is the same as all the other selection methods -- move the cursor to the target location and click the right mouse-button.

You should practice, and become familiar with, all the basics of character selection and control at this stage of the game. You will find that when the action heats up, the more instinctive your control of the characters, the better you will be able to respond to whatever the game throws at you.

Back to construction. As soon as the first Worker arrives on a building site, scaffolding will start to be erected around the building's foundations. With the scaffolding fully erected the Worker, or Workers, will scurry around the site constructing the building. The speed of construction is affected directly by the following criteria:

- the number of Workers doing the work,
- the type of building being constructed,
- experience of the individual workers,
- speed setting of the game.

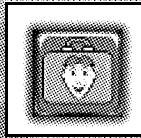


If you do not have many Workers to carry out the work, one useful technique is to use the Game Speed Control. The icon for this is at the bottom center of the lower status area.

If for any reason the Workers on the site are not working, you need to find out why. To do this, left-click on the building's foundation to display the Building's Data Screen and a message will tell you why work has halted; one of the most common reasons is that you have run out of an essential construction material and work will not continue until sufficient material has been stockpiled in the appropriate Resource (see below for more information on Resources). Once you have sorted out the reason work stopped, then work will start up again automatically.

When construction is completed, the scaffolding automatically falls back into the ground to reveal your completed building. Above the completed building there is a floating icon. In this instance it shows there is no Tenant in the building and it is For Rent. Throughout the game there will be many other icons appearing above your properties -- these serve to give you a quick indication of what is going on inside a particular property while moving around your city. Getting familiar with these icons will help you to quickly assess the status of each building.

To get more detailed information about a particular property you need to left-click on the original foundation area of a property. When you do this the Building Data Screen is displayed to the right hand side of the play area. The main play area remains visible when any Data Screen is displayed and the game continues to run as normal (so that you can continue to monitor what is going on in the game). Apart from essential information, a Building's Data Screen also allows you to control what a Tenant does inside the building.



It's time to get a Tenant. From the Building's Data Screen, left-click on the Tenant selection icon near the top of the left column of the data screen. The Building Data Screen is now replaced by the Tenant Selection Screen. From here you can select your Tenant and move him into the property.

In the early stages of the game, there are only a limited choice of Tenants. As the game progresses the variety of Tenants increases (indicated by the number of question marks on the selection screen).

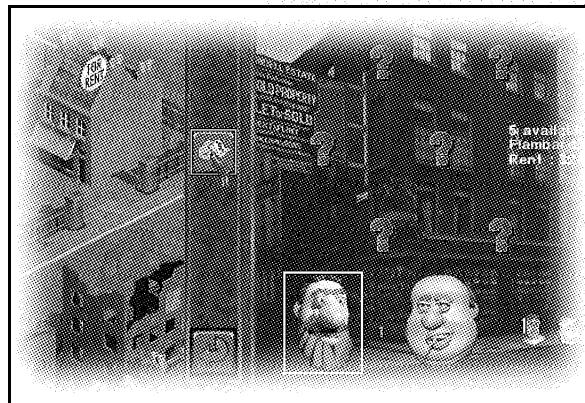
The reason for different Tenants becomes important as you advance through the game. Different Tenants have different characteristics which dictate their suitability for being in different types of buildings. Find a more detailed description of Tenant characteristics below.

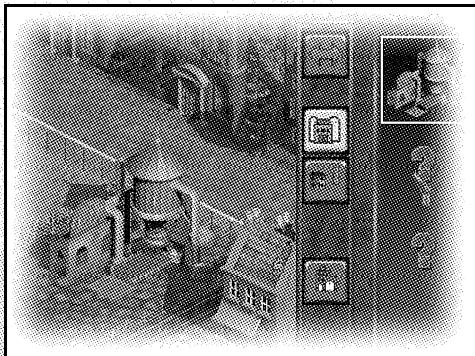
To select a Tenant, left-click on one that is available from the list displayed in the selection screen. This will display the particular Tenant's characteristics. If you are happy with the Tenant, left-click on the purchase icon in the left column.

This initiates the Tenant becoming a resident in one of your buildings. You will see him walk from your HQ to the building you have assigned him. This is the time your Tenants are most vulnerable to attack from opposing forces and you should keep a wary eye on them. Once inside the building your Tenant is ready to start running the business for you.

You are now returned to the Building Data Screen where you will see a lot has changed now that a Tenant has moved in. In particular, the Tenant's activity selection icons allow you to direct your Tenant to either make money, breed more Workers, or create more Tenants. Clicking once on these icons immediately changes the function the Tenant is carrying out. At this stage of the game it is important to increase your workforce as you have some money in the bank and there are some Tenants available to move into your properties. To review how many Workers, Tenants and other characters you have at your disposal, go to your Headquarters (HQ) Data Screen (either left-click on the foundation of the HQ building or use the short-cut icon on the lower status area).

Once you have progressed, you should start considering building Resources to further your construction needs, and then a Gadget factory. The Resources are factories that produce the raw material for the construction of your buildings.

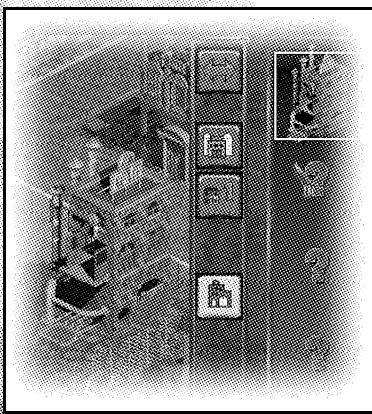




There are three Resource types: Cement, Brick and Steel. Each type of building needs different amounts of Resources for construction, with later buildings needing combinations of Resources.

These factories operate as in real life. They need Workers to run them, they actually produce raw materials, and they have a finite inventory capacity. On the top status area, at the right hand side, there is a quick view of your current inventory of raw materials.

The other type of industrial building is the Gadget Factory. This special factory provides a range of devices and objects that are fundamental to the well-being of your Tenants and essential to allow your businesses in the game to progress. Building a Gadget Factory is just the same as any other building.



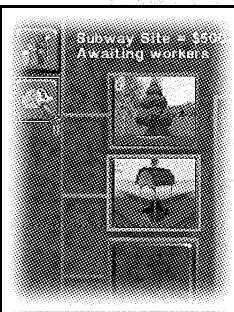
When deciding where to position your Gadget Factory, it is a good idea to build it as close to your HQ as possible. The reason is that the Gadget Factory works slightly differently than the Resources. You still have to put Workers inside the building for manufacturing to take place, but you have a wide variety of things to make and you have to tell the resident Delivery Man (he is automatically in place when you have completed the building) where to deliver the goods you make.

With the Gadget Factory built you will want to get familiar with all it has to offer as soon as possible. Clicking on the foundation of the building will display the Gadget selection and manufacturing screen.

There is also a shortcut to the Gadget Factory located on the top row of buttons in the lower status area.

The items available are shown in the left column, and those being manufactured, in the right column. Clicking once on a Gadget in the left column will highlight the object, clicking again will place a copy of the object in the right column, to await manufacture (clicking on the object multiple times will increase the number to be made).



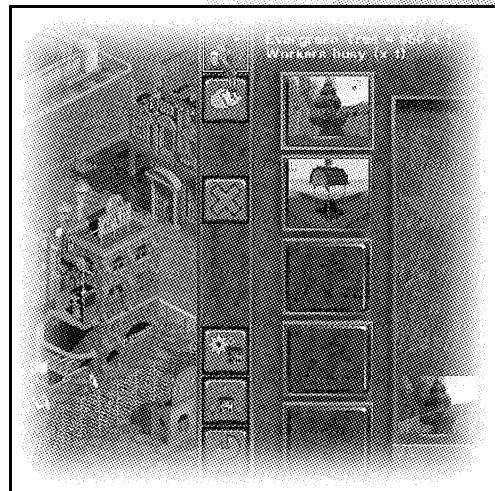


At this early stage in the game you are presented with only a small selection of Gadgets you can make and deliver. As you progress through the game the number of Gadgets increases. To make it easy to navigate your way through the range of Gadgets, related Gadgets are grouped together and the left column of the Gadget Factory's data screen will display the group number icons.

Left-clicking on one of these will change the types of Gadgets displayed. You are able to set up manufacturing of Gadgets from different groups at the same time. There is no Gadget group icon shown in the early stages of the game as the initial set of Gadgets are all in the first group. The Red X Icon, is used to cancel the manufacture of a highlighted Gadget.

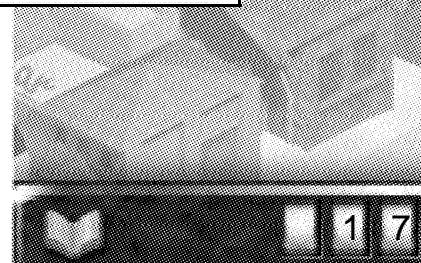
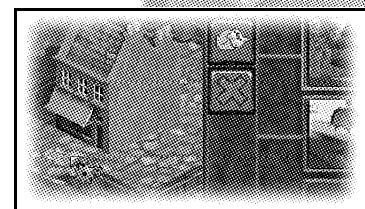
To actually make Gadgets you need one or more workers inside the factory. Use the Summon Workers Icon at the top left of the selection screen to get them. The more workers inside the factory, the faster the production rate. But remember, just calling in all your workers may take some of them away from other duties. Make use of the People Selection Screen (left-click the appropriate icon on the lower status area) to check what everyone is doing. You can select any Workers you want and send them to the Gadget Factory in the normal way.

Once a Gadget has been made then a number indicating the amount you have in stock is shown on the top left of a Gadget in the left hand column.



The next thing to do is to deliver the Gadget to where it can be used. To do this, select the Gadget you want to deliver then move the mouse pointer back into the play area. The pointer changes to show that you want to deliver a Gadget. Left click where you want it go. If it is an external Gadget then a marker will be left in the grounds of the building (if the Gadget you are delivering is a Subway Station then the marker will be on the sidewalk).

If it is an internal Gadget, a floating icon will appear above the building until a delivery man brings the Gadget.





It is important to note that not all Gadgets can go just anywhere on the map. There are internal Gadgets that can only go inside a building, external Gadgets that can only go in the grounds of a building and special items like Subway Stations which can only be placed on the curbs that surround City Blocks.

If you try to deliver a Gadget to an illegal location, a warning message will be flashed close to the mouse-pointer and a sound will be heard.

Once you have reached a point in the game where you have a Cement Works and a Gadget Factory, it's time to start upgrading your business properties. Upgrading drives the game forward and allows you to progress. It triggers new Gadgets, different types of buildings, higher level Tenants and is a vital part of many of the missions that the Godfather will set for you. To check if a building can be upgraded, bring up its data screen and see if there is an Upgrade Icon.



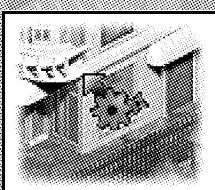
If there is an Upgrade Icon, click on it and it will tell you what Gadget you need to upgrade the building. For example, to upgrade a Soup Kitchen it indicates you must have an Oven inside the building before work can commence.

So it's back to the Gadget Factory to make an Oven. Select the Oven and start making one -- don't forget to bring some Workers into the factory.

If you have more than one Soup Kitchen and you want to upgrade them all, you will have to make enough Ovens to put one in each building.

You've made the Oven Gadget and now it's time to deliver it.

Make sure the object you want to deliver has been highlighted in the selection screen then move the mouse-pointer over the foundation of the building where you want to install it. Left click the mouse and an icon will appear above the building that indicates the building is waiting for a delivery.



The Delivery Man makes his way from the Gadget Factory -- he is instantly recognizable by the fact that he is carrying a Gadget above his head. He will enter the building, drop off the Gadget and immediately return to the Gadget Factory.

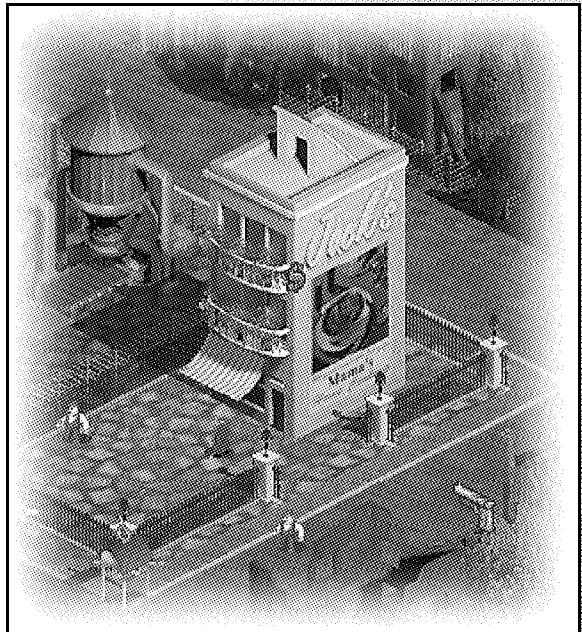
If you have placed any more delivery markers for objects to be delivered, the Delivery Man will automatically keep delivering them until all outstanding orders are fulfilled.

Once the Gadget is in place and there are sufficient building materials available, it is time to summon a workforce to carryout the upgrade work. When all the required criteria for the upgrade have been met, the Upgrade Icon changes to show that an upgrade is now possible. In addition to any Gadgets you may require, the Upgrade Icon also informs you of any construction materials you need for the work to be carried out on the building.

When the Workers arrive they will erect scaffolding (as in the original construction of the building) and when finished, the upgrade will remove it to reveal your new upgraded building, in this case a very attractive Diner.

Entering your new Diner's Data Screen, you will see that the Upgrade Icon is still there. All business buildings can be upgraded twice from their original type. Clicking on the Upgrade Icon in the Diner will tell you that you need Electric Lights before you can do the upgrade.

Once you have the ability to place Electric Lights, you will be able to have a magnificent Restaurant in place of your Diner.



**STATUS AREA INFORMATION*****Above the play area***

- A Current Bank Balance -- if you're overdrawn it flashes red.
- B Current 'Game Time' Date.
- C A Cousin -- this icon only appears when a Cousin is in town, click on it to display his data screen.
- D Cement Factory -- indicates the total amount of Cement you have in stock at all Cement Factories.
- E Brick Factory -- indicates the total amount of Bricks you have in stock at all Brick Factories.
- F Steel Factory -- indicates the total amount of Steel you have in stock at all Steel Factories.

All these factories produce your construction Resources. The number in each window shows you the quantity of each Resource that you currently hold in stock. When the light next to a Resource window flashes red then it indicates you have a shortage to complete current construction projects. The light flashes white when your stock of a particular Resource is at maximum.

Click on any of the Resource indicators to display the data screen for it. If you hold down the control key at the same time it will take you to the location of the nearest factory instead.

- G Complaints -- when a Tenant in one of your businesses has a complaint then a head will appear on a flashing red background, a number is also displayed to indicate how many complaints are currently active.

Click on this window to display the latest Complaints review screen. From there you can jump to the location of a particular complaint and investigate it.



H Conflict warning -- this window can show different events in progress. Various symbols are displayed in this window:

Gun

- a gun is displayed when there is a fight in progress that involves one or more of your characters.

Fence Panel

- when people from an opposing team are attempting to take over one of your buildings.

House

- when people from an opposing team are attacking one of the properties you own.

HQ Symbol

- when your Headquarters building is under attack from people from an opposing team.

Clicking with the mouse in this small window will take you to the place in the city where the last conflict or event occurred.

I Police Raid -- this window shows that the police are raiding one of your businesses. If more than one raid is taking place then a number is displayed to show how many raids are in progress.

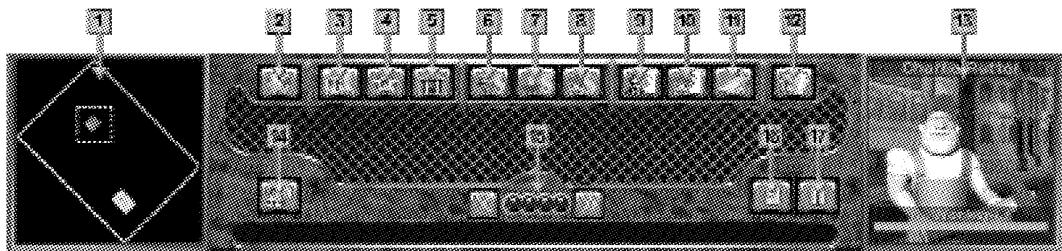
Clicking multiple times in this window will take you to the location of each raid in turn.





STATUS AREA INFORMATION

Below the play area



- 1 Radar window -- this window shows the complete map of the city you are currently playing. It also displays character movement and city development of all teams. Click the left mouse-button to jump to where you are pointing on the map. Hold down the left mouse-button to scroll around the map at high speed.

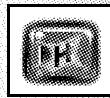
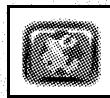
As you move the mouse-cursor around the map, the name of the each estate/city block is displayed under the cursor. Right click the mouse in the Radar window and the display magnifies the map.

Using the radar toggle button, you can remove the detailed background from the radar screen, this provides a clear map to track the movements of all people around the city as well.

The key to the details displayed is:

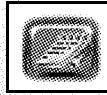
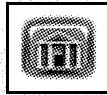
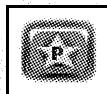
Empty properties flash on and off.
Damaged properties flash light and dark.
Undesirables roaming the streets flash.

- 2 Toggle on/off the detailed background on the radar screen.

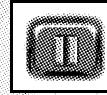
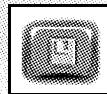
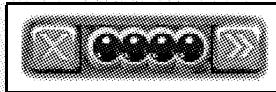


- 3 Display the data screen of your HQ. Holding down the Control Key while left-clicking this icon takes you to the building's location on the map rather than onto the data screen.

- 4 Display the data screen of the Police Station. Holding down the Control Key and left-clicking takes you to the building's location on the map rather than onto the data screen.
- 5 Display the data screen of City Hall. Holding down the Control Key while left-clicking this icon takes you to the building's location on the map rather than onto the data screen.
- 6 Display the Gadget Factory manufacturing and delivery data screen. This only functions once a Gadget Factory has been built. Holding down the Control Key while left-clicking this icon takes you to the building's location on the map rather than into the data screen.
- 7 Display map of entire city showing individual City Blocks. From this screen you purchase new City Blocks on which to construct your buildings.
- 8 Building selection screen. From here you select which types of building to construct next: businesses, factories and ancillary buildings.
- 9 Display all the characters under your control. From here you review what people under your control are doing; you can build up groups of different people and summon them to a location.
- 10 Display a review of your currently owned businesses. This provides an overview of the businesses you own and what they are currently doing. You can select a particular business and jump to its location.
- 11 Review the messages sent to you in the current game. Also in this screen there are various functions which can be toggled that affect how messages are delivered to you. Also from this screen you can access the network game message control.
- 12 Repeat the current mission briefing from the Godfather and check on your progress. As you complete the tasks set for you, the text on the mission briefing screen changes from red to black.
- 13 Video animation window



STATUS AREA
CONTROLS



14 Toggle "See Through Buildings" mode. This enables you to see through all the buildings in the city and easily locate and select your people.

15 Change the Speed of the Game. By clicking on the arrows you can speed up the game, up to sixteen times normal speed. To return to normal game speed, click on the X. The lights in the middle show the current game speed, when none are lit the game is running at normal speed (each time you click it doubles the speed).

16 Enter Save Game and Options screen. From this screen you can save the current game and change the following game settings: Toggle the display of video sequences of your Undesirables carrying out their activities. This allows you to decide when to show animations for Undesirable actions.

Toggle automatic screen scroll.

Adjust screen scroll speed.

Toggle game pause when messages are received.

Adjust background music volume.

Restart the current level and

Quit the current game.

17 Pause the game.



CONTROLLING YOUR CHARACTERS WITH A MOUSE

Left mouse-button selects characters, buildings and objects. Also used for actioning buttons/icons.

Right mouse-button carries out an action of a selected character. The function/action, and its legality is dependent on where the mouse-pointer is pointing -- all the functions/actions of characters are target sensitive.

The functions for the right mouse-button, when a character or group of characters are selected:

- If the mouse is held over one of your own buildings, clicking the right button will send the currently selected people into the building.
- If the mouse is held over an enemy building, depending on what capabilities the selected people have, a different action will be performed.
- The mouse-pointer depicts the most significant action available depending on the area/object it is over.

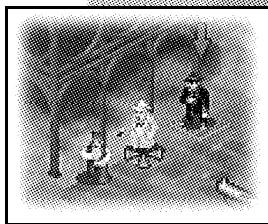
The right mouse button can also be used to exit all data screens (assuming there is not some special function associated with that button at the time).

To select a character in the play area, move the cursor towards him and watch for a pulsating yellow and red cross to appear under his feet. Click the left mouse-button and the selection will be made.

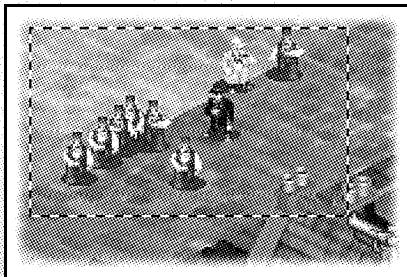
When the character is selected an arrow appears above his head to show that you are now in control of that character if he is one of your team.

After selection, all the character's available function icons are displayed on the status area; and details about the character, name, type and energy are displayed in the video animation window.

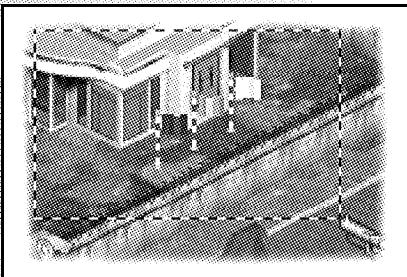
You can cancel a character's selection by either: using the de-select icon on the status area, clicking with the left mouse button in a place where there is nothing to select, or by selecting a new character.



MOUSE CONTROLS

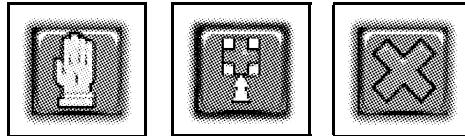


When you select a group of characters, either lassoing them or picking them from the People Select Screen, then only the character with the least amount of energy has his energy bar displayed in the video animation window.

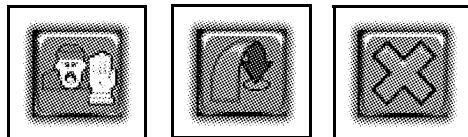


Lassoing is particularly useful if you have characters inside a building. When a character goes inside a building a flag is placed at the side in order for you to easily get the character out. Each type of character has their own distinct flag (ie White for a Worker, Brown for a Fixer and Black for a Gangster) and if there is more than one of a type of character in a building then a number is attached to the flag to indicate how many. To bring one character just click on a flag and target him as normal.

The only controls available to you with a group selected are: "stop", "Go to the Hospital" and "cancel selection". (For more information about these controls, see later.)



When you select an Undesirable that is out on the street, the only controls you have are: "Abort Current Task", "Jump to Character's Location" and "Cancel Selection".



If you click on an enemy character then the only information you get about him, in the animation window, is the type of character, his name and how much energy he currently has.

KEYBOARD CONTROLS

Cursor Keys - Allow the player to scroll the game play area in the same way as using the mouse. The keys have a secondary function in data screens -- to work for scrolling up and down through the list (look for scroll arrows).

TAB - Go to Purchase Land screen.

RETURN - Display Headquarters data screen.

F1-F12 - Select previously defined grouping of men. If you are inside a building and press a key associated with a previously defined group then it will re-select them and summon them to the property.

Shift F1-F12 - Accumulate groupings of men

Control F1-F12 - Define/Cancel groupings of men depending whether any characters are selected.

ESCAPE - Cancel current screen

PGUP - Speeds up the game each time you press the key (up to sixteen times). The running speed of the game is shown by the number of illuminated icons lit.

PGDN - Returns the game to normal running speed after speed up has been applied.

d -- With Fixer selected, choose DESTROY HOUSE/OBJECT option.

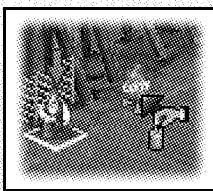
h -- Toggle hidden see-through display of buildings.

p -- Toggle pause mode on/off.

s -- Stop any selected character that is moving. This applies to single or group of characters.

CONTROL KEY - Left-clicking on HQ, Gadget Factory, City Hall, Police Station or any of the Resource icons when holding down the Control Key will take you to the location of the building and not into it. If held when clicking on individual characters on the game screen, it allows them to be added or removed from the current selection.



**OBJECTS WHICH CAN BE PICKED UP:**

Collectable objects can only be carried by a single character, not a group of selected characters. To pick up an object, select a single character and move the mouse-cursor over the object you want to pick up. You will see the cursor changes to indicate that the object can be picked up. Right-click the mouse-button and the selected character will move toward the object.

After he makes contact with the object, it will appear above his head and no longer be on the ground. There is a sound accompanying the successful collection of an object. This will be heard even if the event happens off-screen. Decide where you want to position the object your character is now holding and right-click on the mouse. When the character reaches the target destination, he will automatically drop the object.

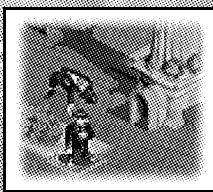
If you want a character to hold an object, then you can simply select another character. If he is already on his way to a drop-off target then you can click the stop icon in the lower status area (or press 's' on the keyboard). When he stops, he will continue to hold the object above his head. If a character carrying an object gets into a fight, he will, in most cases, drop the object immediately when he is first hit by an attacker.

When any character is carrying an object, he is more vulnerable to attack as the object can attract the attention of opposing family members who may be wandering the city. Also, any character with an object cannot use the Subway Stations to get from one place to another. This can considerably increase the journey time to a destination.

Dead Bodies

Dead bodies attract attention and should be moved to avoid police interest. To ensure that the Police find no evidence, put bodies in a cemetery but make sure you don't overcrowd it.

If you do not have time to get a dead body to a Cemetery and you are worried about the Police becoming aware very quickly, getting a character to hold the body above his head will delay the arrival of the Police.





Police Beacon

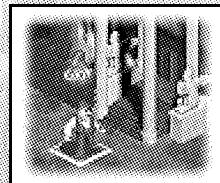
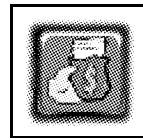
The Beacons are collected from the grounds of a Police Station.

Placing a beacon on the pavement makes a Policeman circle that city block. Putting it on the grounds of a building gets a Policeman to protect that property. Put it anywhere else and he patrols around the beacon. By putting a beacon on the grounds of City Hall or at the Police Station, it cancels that Policeman from doing service for you, and you immediately stop paying for him.

Beacons delivered under control of City Hall cannot be moved by you and will remain in place for a period of time determined by the reason each beacon has been put there.

Bribe Bag

The Bag is filled from your Headquarters data screen and then positioned outside the front door. The bag can contain varying amounts, clicking on it will tell you how much is in there. Every time you click on the bribe icon another \$1000 is added to the bag.

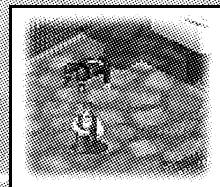


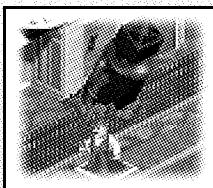
Delivering a Bribe Bag to City Hall increases the number of Police beacons available to you. The other main use is bribing opposition gangs and trying to get them to lay off for a while.

Wasters (unconscious)

To get a Waster to come to one of your businesses, you first have to knock him unconscious. After that, you can pick him up and bring him to one of your upgraded businesses. After he has had his entertainment at your building, he will try out all your other businesses on the same city block. He will only do this if you deliver him inside your business (rather than just dropping him off on the sidewalk).

If a Waster goes into a building that is not upgraded, or into a business for which he has no interest (like a Funeral Parlor) then he will quickly exit the building and hang around on the grounds with a 'cloud of doom' hovering above him to demonstrate his dissatisfaction.





Bomb

If you see a bomb being deposited on the grounds of one of your properties, you can pick it up and move it. If you think you have the time, the ideal place to deposit a bomb is on the grounds of a building belonging to one of the opposing families, or at least somewhere that will damage the opposition's building and not yours. When a bomb goes off it does not only damage property it will also kill people in the immediate vicinity.



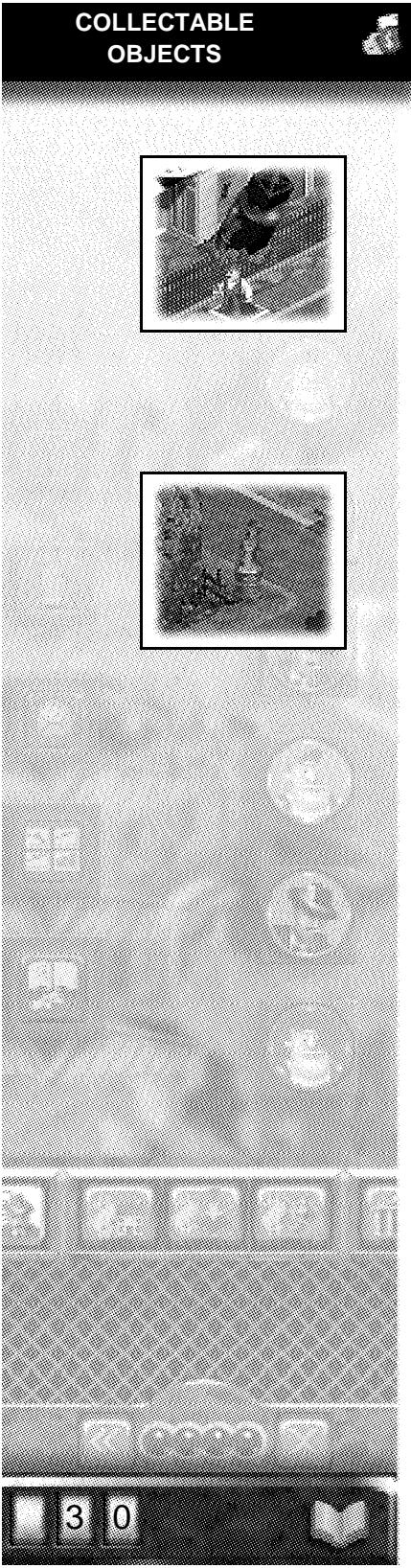
Territory Markers (flaming barrels)

These objects are used to 'mark' a player's territory -- their 'turf'. The center of your territory is your HQ building and you will notice there is a tint covering the ground in a small area around the building. To expand this color-tint you must strategically place Territiroy Markers around the City Blocks. You are automatically given Markers as you develop your city and progress through the game. New Markers are delivered to the grounds of your HQ building.

Each Territiroy Marker has only a fixed range of effect. The best way to get accustomed to the range is to pick up one and move it about a third of a screen away from your HQ. When the Marker is dropped then you will see that the area of color-tint is small and localized around the barrel.

Pick it up again and move it closer where there is already an area of color and drop the barrel again. If it is at the optimal distance from your existing territory, the colored area will expand and increase the size of your territory.

When one of your Gangsters is operating in your territory (within the colored area) then he will defend that area more aggressively. Also, if he is pursuing a member of an opposing family, he will chase him out of your territory then return to the point from which he began the chase.



PROPERTY SELECTION SCREEN

To construct buildings you need to go to the Estate Agent screen where all the properties in the game are available.

Clicking this icon on the lower status area will bring up the Property Selection Screen.

You cannot build every type of property at the start of the game. As you progress more types become available. Clicking on a Property Type Icon displays the properties you can build. Question marks indicate other properties will be available later of that type.

The two ways in which property variety increases are: your natural progression through the missions and taking over a type of property from an opposing team. That building type will be automatically be added to your list. Keep checking to see when new property types become available.

Expand the data screen in order to reveal more information about the currently selected property.

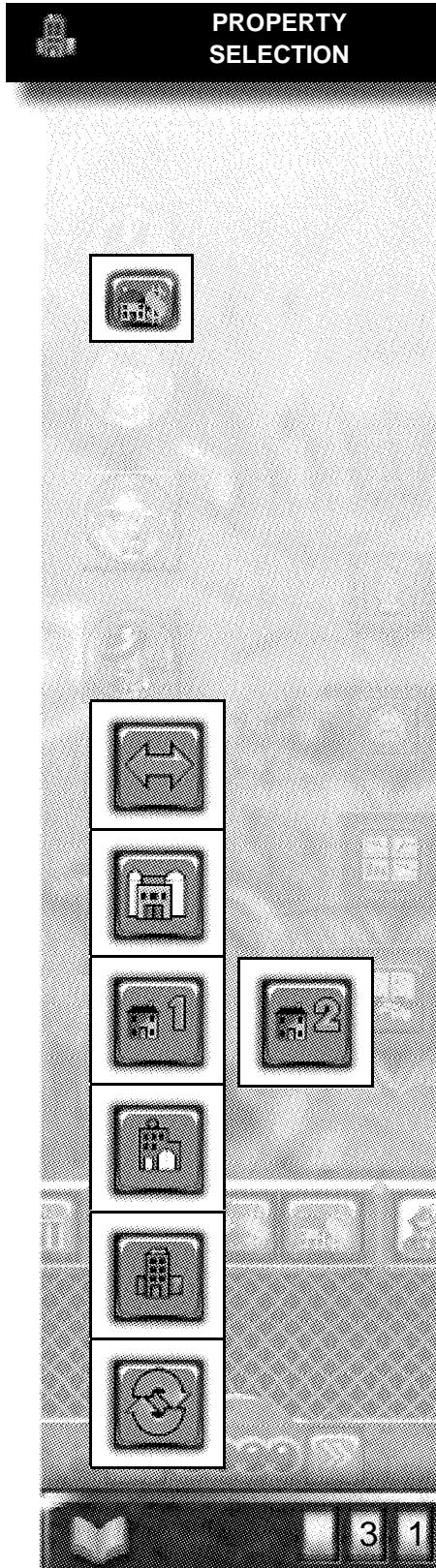
Resources. These buildings provide all the materials you will require to build all the other property types in the game.

Group 1 and 2 Businesses. Covering all the business buildings, from the lowest to the most advanced.

Utilities. At different points in the game, essential utility buildings will become available.

Undesirables. This exciting range of buildings increases, as other building types do, as you progress through the game.

Rotate the orientation of the front gate of the property you are about to build.





THE BUILDINGS

The buildings and your construction strategy are the engine that powers the game.

Every building in the game has a role to play whether it is producing money and new characters, or making raw materials and exotic Gadgets -- all buildings are important and getting to know their attributes is the key to developing winning strategies in the different cities.

There are some things that all buildings have in common:

All buildings have to be constructed on legal land (land that is owned by you or one of the opposing families).

Construction of a building requires Workers to come on the site to do the work.

Clicking the right mouse-button on the area that was the original foundation to the building will display the property's data screen.

On the data screen of every building is a Manual Repair Icon. This must be used sparingly as it is the most expensive way to have a building repaired.

Clicking this will initiate an instant repair to a building and its boundary fence/wall (but it will cost you a lot of money).

Construction checklist:

Decide what property you need to build. Don't forget to keep checking what properties you have available as new ones come along throughout the game.

Check there is enough land spare to build on.

Don't make the grounds surrounding a building too small, you might have to put Gadgets in there at some stage.

Check you have enough of the appropriate resources in stock.

Construct your building as quickly as possible. You can either increase the speed of the game or put more Workers on to the construction site (or use both strategies).

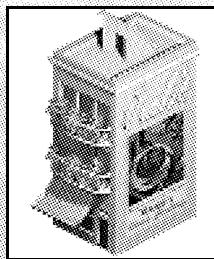
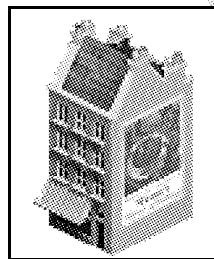
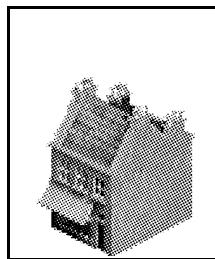


BUSINESSES

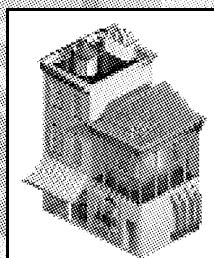
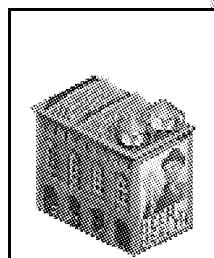
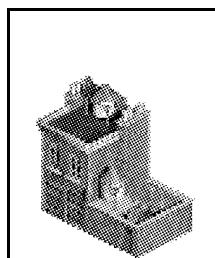
All the Business Buildings (those requiring a Tenant) in the game have the ability to be upgraded. Upgrading drives the game forward and allows you to progress. It triggers new Gadgets, different types of building, higher level Tenants and is a vital part of many of the missions that the Godfather will set for you. To check if a building can be upgraded, bring up its data screen and see if there is an Upgrade Icon near the top of the leftmost column.

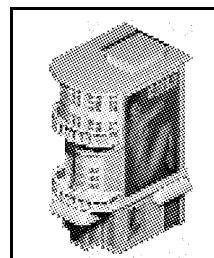
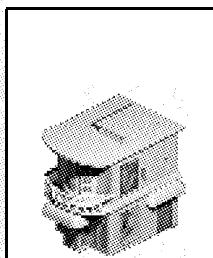
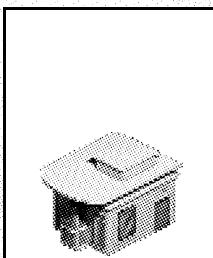
If there is an Upgrade Icon, click on it and it will tell you what Gadget you need to upgrade the building. For example, to upgrade a Soup Kitchen it tells you that you must have an Oven inside the building before work can commence. The Upgrade Icon also indicates the types of building material (from the Resources) you need.

The Soup Kitchen is a Group 1 Business. After the first upgrade it becomes a Diner and after the second it becomes a Restaurant.

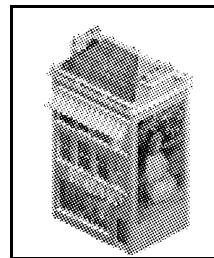
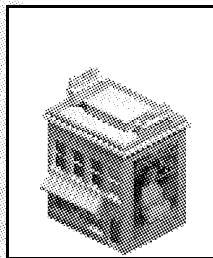
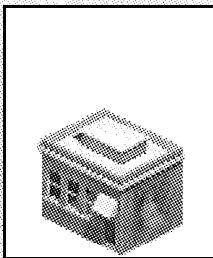


The Drinking Den is a Group 1 Business. After the first upgrade it becomes a Brewery and after the second it becomes a Distillery.

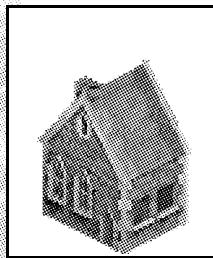
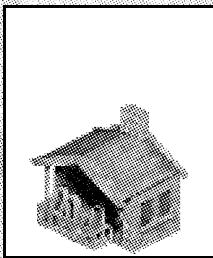




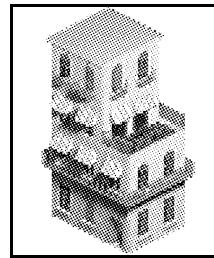
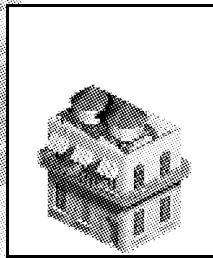
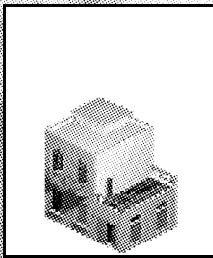
The Peep Show is a Group 1 Business. After the first upgrade it becomes a Brothel and after the second it becomes a Burlesque Theatre.



The Quack is a Group 1 Business. After the first upgrade it becomes a Pox-Doctors and after the second it becomes a Clinic.



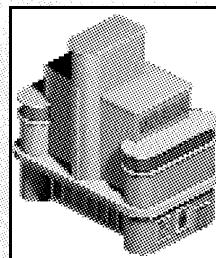
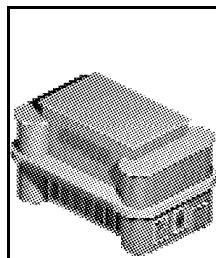
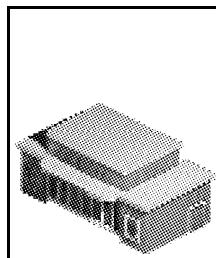
The Coffin Makers is a Group 1 Business. After the first upgrade it becomes an Undertaker and after the second it becomes a Funeral Parlor.



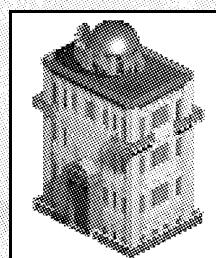
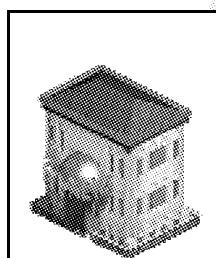
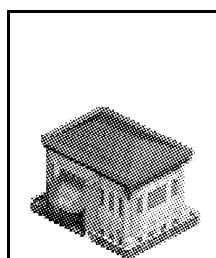
The Doss House is a Group 2 Business. After the first upgrade it becomes a Boarding House and after the second it becomes a Grand Hotel.



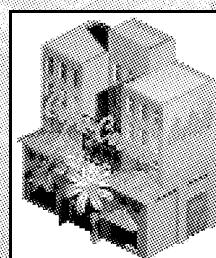
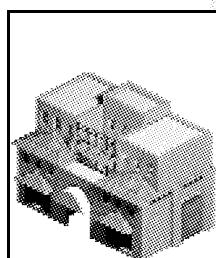
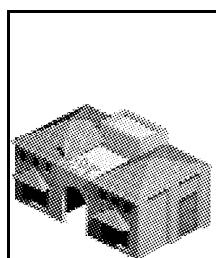
The Picture House is a Group 2 Business. After the first upgrade it becomes a Nickelodeon and after the second it becomes a Cinema.



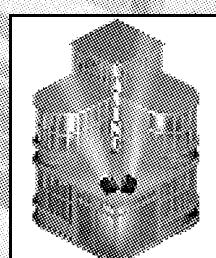
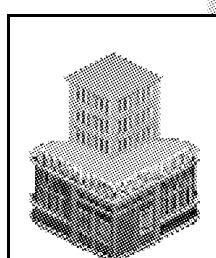
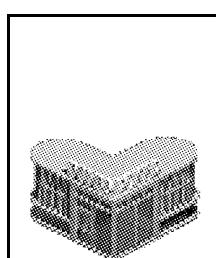
The Hacks Office is a Group 2 Business. After the first upgrade it becomes a Print Office and after the second it becomes a Newspaper Office.



The Saloon is a Group 2 Business. After the first upgrade it becomes a Speak Easy and after the second it becomes a Nightclub.

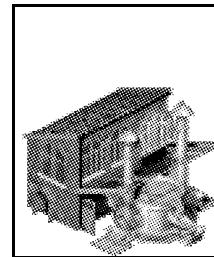
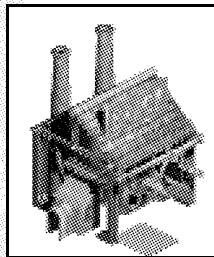
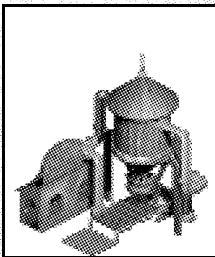


The Gambling Den is a Group 2 Business. After the first upgrade it becomes a Bookmakers and after the second it becomes a Casino.



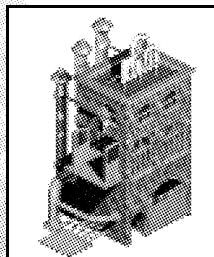


RESOURCES



The Cement Factory is the first construction Resource.
The Brick Factory is the second Resource.
The Steel Works is the third and final Resource .

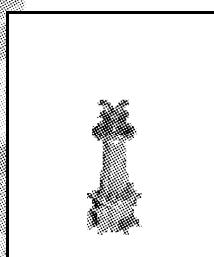
UTILITIES



The first utility building you can construct is the Gadget Factory. This is where you manufacture all the Gadgets needed by the businesses and arrange for delivery of them.



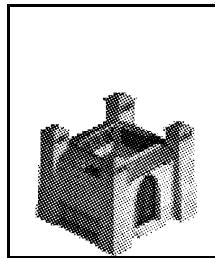
The second utility building you are able to construct is the Hospital. When your characters have been in battle and they have lost energy, you need to send them here to get recharged. Prior to building a Hospital you can also send them into your HQ but the energy recharge rate is very low.



The next utility building is the Cemetery. Constructing these around the city allows you to dispose of all those dead bodies that litter the streets and attract all that Police interest.

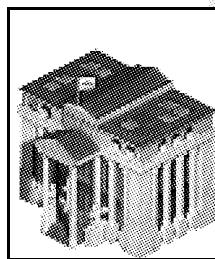


The last utility building you can construct is the Prison. This provides lots of extra space for the confinement of all those criminals the Police keep arresting.

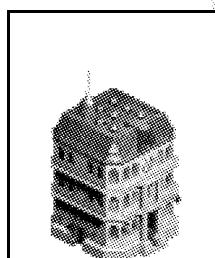


CITY BUILDINGS

City Hall is already in place in every city you visit in the game. The information displayed on the building's data screen is: Taxation year analysis, when next Tax is due, how effectively your are making use of your land, when the next Territory Marker will be delivered and how many Police Beacons are available.

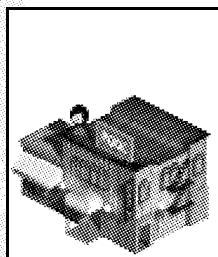


Police Station. This building is always near to City Hall and is already constructed when you enter a city. The information available when the building's data screen is displayed is: How many Policemen are around (from all teams), the total number of Policemen you have commisioned and how much it is costing you each month.



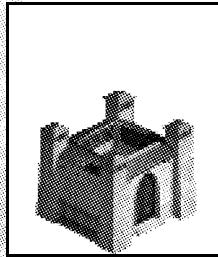
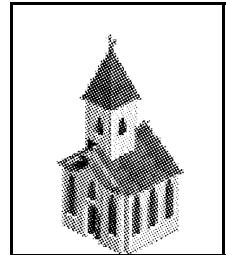


HOMES OF THE UNDESIRABLES



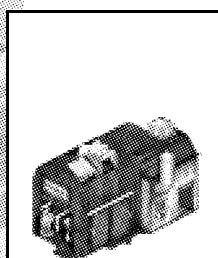
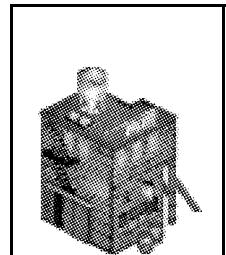
Pool Hall, home of the Hoodlums.

Church, home to the Priest.



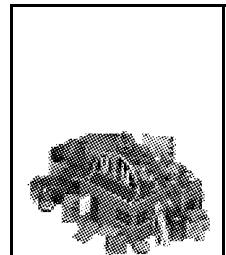
Old Haunted Prison, home to the Ghost..

Riverside Bar, home to the Hooker.



Slaughter House, home to Bruto.

Junk Yard, home to the Saboteur.



INSIDE THE GADGET FACTORY

The Gadget Factory provides a vast range of items, to put inside and outside your properties. These items are fundamental to the well-being of your Tenants and essential to allow your businesses in the game to be upgraded.

When you visit the Gadget Factory for the first time you should take some time to get familiar with the way it functions. The best place to start is to actually make a Gadget and deliver it.

There are three areas of control in the Gadget Factory's data screen. The leftmost column is for initiating manufacture, navigating through the different Gadget groups (the group icons are only visible as more Gadgets become available in the game) and general data screen control. The next column displays all the currently available Gadgets you can make and deliver. The right-most column shows what is waiting to be made and the status of Gadgets actually being manufactured.

To begin making a Gadget, click once on a Gadget in the left column and the Gadget will be highlighted. The number at the top left corner of each Gadget tells you how many you currently have in stock. At the top of the data screen it tells you what the Gadget is, how much each one is, and below that, whether it is waiting for Workers to do the manufacturing.

A second click on the Gadget icon will place a copy of the object in the production hopper (right hand column) awaiting manufacture. On the main Gadget icon a second number appears at the top right corner, this tells you how many of that item are waiting to be made. To start manufacturing you need one or more workers inside the factory.

Either use the Summon Workers Icon at the top left of the data screen or, gather some Workers outside and send them in. The more workers inside the factory the faster the production rate. Remember, just calling in all your workers may take some of them away from other duties.



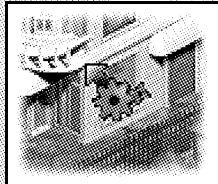
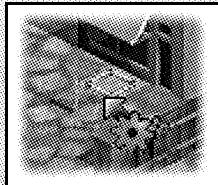


DELIVERING GADGETS

When your chosen Gadget is made the number at the top left of its icon tells you how many you have. Now you can make your delivery.

Next, deliver the Gadget to where it can be used. Select the Gadget you want to deliver then move the mouse pointer back into the play area.

The pointer changes to show that you want to deliver a Gadget. Left click where you want it to go. If it is an external Gadget then a marker will be left on the grounds of the building (if the Gadget you are delivering is a Subway Station then the marker will be on the sidewalk).

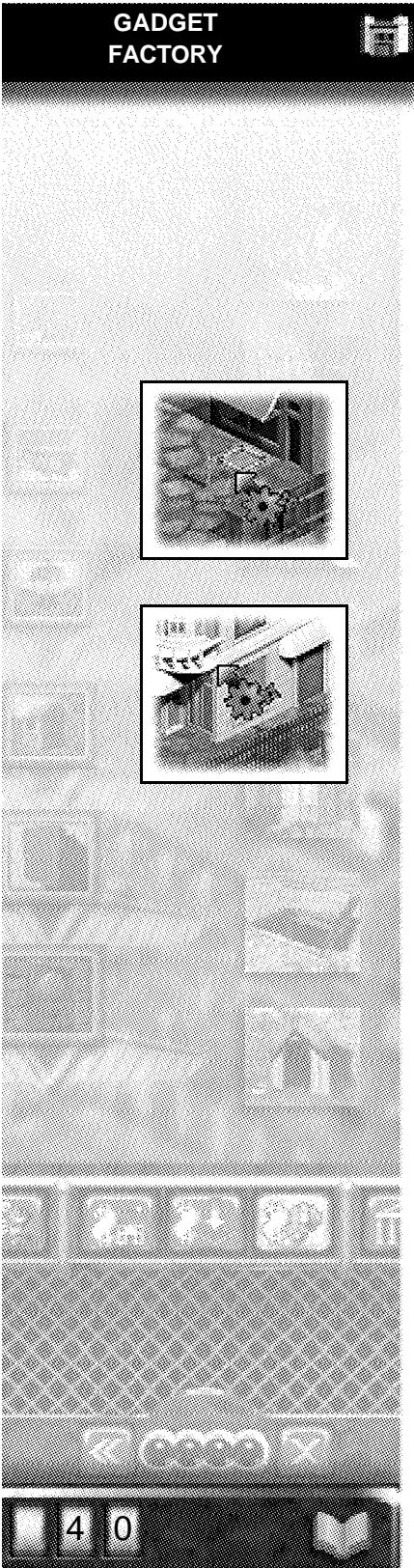


If it is an internal Gadget, a floating icon will appear above the building until a delivery man brings the Gadget.

If you go into a building's data screen where a Gadget is expected to be delivered, you can click on the Gadget information icon there to see both what is due for delivery and what is already installed. It is important to realize that most Gadgets deteriorate with use and over time and therefore regular monitoring of the condition of installed Gadgets is essential.

Not all Gadgets can go just anywhere on the map. There are internal Gadgets that can only go inside a building, external Gadgets that can only go in the grounds of a building and special items like Subway Stations which can only be placed on the curbs that surround City Blocks.

If you try to deliver a Gadget to an illegal location then a warning message will be flashed close to the mouse-pointer and a sound will be heard.



THE GADGETS

Burglar Alarm.

Rising crime? Neighborhood going down the toilet? If you are worried about the increase in Undesirables around your properties, there is no better deterrent than a trusty alarm.

Subway Station.

In the crowded city streets there is no quicker way of getting your people around. Only one of your subway sites can be placed on a City Block and you can only make use of your own or City Hall's Subway Stations. People cannot use the subway when they are carrying an object or if they are Undesirables.

Trees.

Deciduous variety.

These are used to make the city a better place to live, keep your Tenants happy, and to screen deaths and nefarious goings-on from Police view. Judicious placement of trees considerably reduces Police interest in a property.

Evergreen variety.

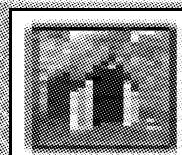
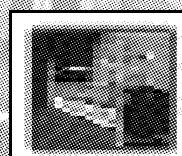
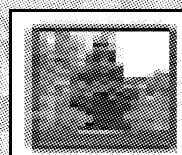
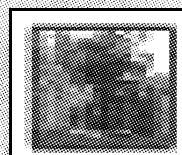
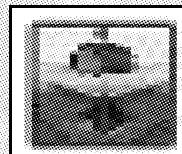
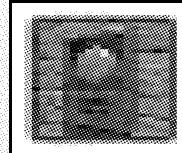
Much the same in function as the deciduous trees, these pretty conifers can be packed in much tighter, but are not as effective at deterring Police interest.

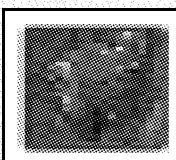
Deluxe Bed.

When you want to increase the rate at which your Tenants reproduce, install a Deluxe Bed and see the population soar

Kennel.

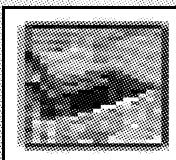
A man's best friend is his dog, especially this breed which hates people wandering around your property, especially when they haven't been invited.





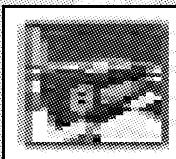
Ghost Gunk Generator.

If you are having problems with ghosts then install a GG Generator. You cannot install one of these in advance, only when a property is troubled by a Ghost or its cohorts.



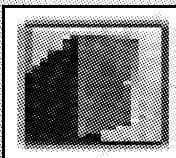
Emergency Exit.

Place a trapdoor in one of your property's grounds on the same City Block to give your Tenant an escape hatch in case he needs to get out quick -- especially if the Police come round often.



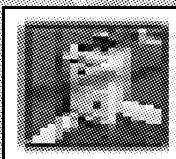
Cockroach Trap.

There is nothing worse than having an empty property become the new home to families of Cockroaches. Installing one of these traps keeps the little creatures under control.



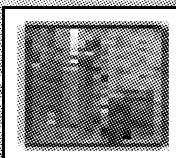
Medicine Cabinet.

We all fancy ourselves home physicians, but not having a medicine cabinet at the local doctor's place can seriously impair his diagnosis.



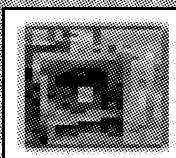
Oven.

Home cooking is the best way to get your Soup Kitchen mentioned in the best eating guides.



Still.

Installed on the grounds of a property, there is no better way to beat prohibition.



Telephone.

This new fangled form of communication will get any Gangster currently in your HQ to come round to the property if it is under attack.



Safe.

With one of these your money will be "safe" from Hoodlums in the neighborhood. And if the local Priest comes knocking at your HQ, then you can always say you've lost the key

Steel Door.

If you are afraid of knocks on the door and of the Police kicking their way into one of your properties, fitting these doors will certainly slow things down.

Generator.

Kick start your entertainment centers and add a few sparks to what they are showing by installing your own electricity supply.

Printing Press.

As a good neighborhood Gangster you may feel the neighborhood needs some unbiased news. Installing a new press will elevate lowly journalists into news barons.

Heavy Curtains.

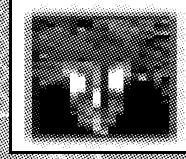
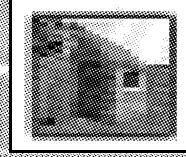
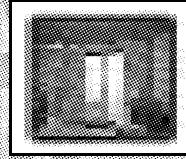
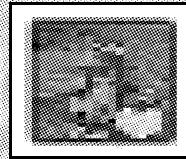
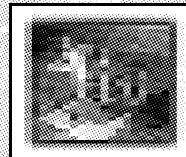
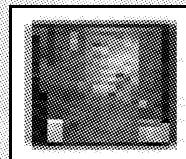
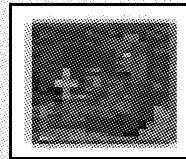
Most Tenants like a quiet life -- there is nothing better to keep out the noise, and damage, of those annoying neighborhood explosions.

Tool Shed.

Apart from a great place to hide your booze, putting a shed on the grounds of a property will encourage its Tenant to do some do-it-yourself repairs around the place.

Lamp Post.

This Gadget will shed new light on some of your businesses and help customers to find their way. In fact, some businesses will never get off the ground until you provide some illumination.





WHAT GOES ON ONSIDE YOUR HEADQUARTERS (HQ)

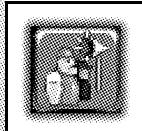
Controls



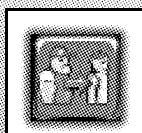
You can access the information and functions of your HQ in two ways. Click on the foundation area of the building itself, and you will be taken inside, or click the appropriate icon on the lower status area and your HQ data screen will be displayed no matter where you are currently located in the city.

The latter method is particularly useful if you are monitoring some activity in the city and do not wish to leave the scene but still need to carry out some functions at your home base.

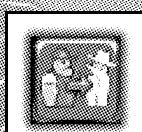
The icons you can access on your HQ's Data Screen are:



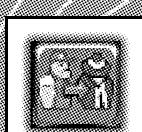
Recall Workers back to the Headquarters. Pressing this button will bring back any Workers not currently employed back to your home base.



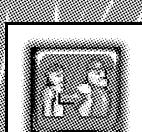
Convert any spare Workers at your home base into Tenants. The type of Tenant you generate is always a level 1 Tenant. Higher grade Tenants can only be produced in appropriate businesses.



Create a Fixer by converting a number of spare Workers in your HQ. The number of workers it takes to create a Fixer varies as the game progresses.



Convert any spare Workers in your HQ home base into Gangsters.



Convert any spare Tenants in the your HQ home base into Workers. In this conversion, the lowest grade Tenants in your Headquarters are used first.



If all your Workers have been destroyed, you can purchase additional Workers. This icon only appears when you are allowed to carry out the function and have no other method of creating workers.

This icon allows you to review the Gadgets currently installed inside and outside the building and provides information about the current status of your Gadgets and how much they have deteriorated. It also informs you of any outstanding deliveries due at the building. This icon is present on every building's data screen.

Make an instant repair to the building.

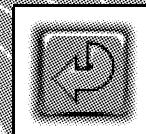
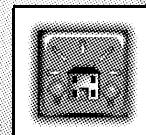
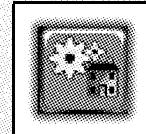
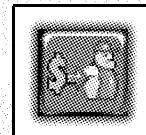
If the building you are currently inside is badly damaged and close to collapse, or the building is under heavy attack, then clicking this icon will restore the building to full strength.

This is a very expensive method of repairing a property and should only be used in emergencies. To avoid having to use this function, ensure you have the property regularly visited by a Fixer.

If the fence around the grounds is damaged (i.e. after an attempted takeover), it will increase the cost of the repair (depending on the amount of damage) and will be simultaneously with the building.

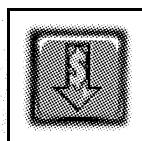
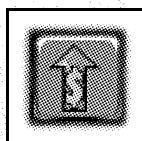
This icon is present on every building's data screen.

Exit the current data screen.

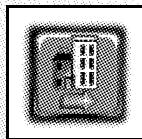




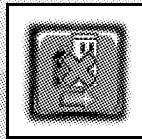
Status Area Icons In Your HQ



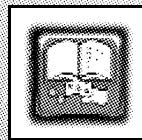
Increase (up to a predefined limit) and Reduce (payback), your overdraft with the bank.



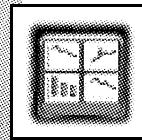
Commission an upgrade to the current building. When you click this icon a message will pop-up on screen and inform you of what is required to carry out the upgrade.



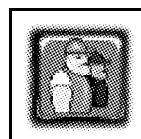
This icon informs you that you cannot do an upgrade at the moment. Clicking on it tells you why.



These icons toggle various statistical views available while in your home base. When you first enter the data screen, the default display shows statistics about the people under your control.

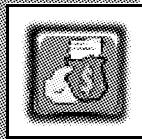


Clicking once on the icon will display your current financial statistics. Using the left and right arrow keys allows you to review information for the past twenty years.



Clicking again will show you various, selectable graphs of different data about your current status in the game.

Clicking once more will return you to the default function.



Clicking this icon will deposit a bag of money outside your Headquarters building. Every additional click will increase the amount of money in the bag (shown by an icon which floats up from the bag).

At anytime, to check the amount in the bag, click on it like you would when selecting a character -- the amount will be shown in the video animation window.

MONEY, MONEY, MONEY

Money is the root of all good game play. In Mob Rule, as in the real Gangster world, money (and lots of it) is the driving force behind all your activities.

At the start of the game, you can select the level of difficulty. Not only does this have an effect on your opponents' aggression and level of artificial intelligence, it has a significant effect on how much money you start with. Don't worry if you are not doing very well when you leave a city and move on -- the City Hall benevolent fund will give you a cash if you are doing badly.

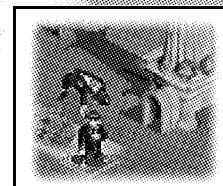
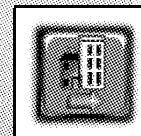
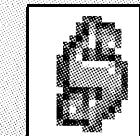
The primary method of making money is to: build businesses, get Tenants in them and get them to pay you rent (a building paying rent has the icon at the right floating above it). All businesses in the game have the ability to: provide you with monetary income, breed Tenants and attract people that populate the Mob Rule world.

To get the best out of a business, it is important to upgrade the building so as to be paid the highest rent and, where appropriate, to attract the most customers.

The rent you get from a particular Tenant is agreed as the Tenant takes up residence in the building. So it's sensible to make sure that the building is in a good condition and that it is to the Tenant's liking before putting him in. Different Tenants will pay differing amounts. Remember, higher grade houses with higher level Tenants pay significantly more rent.

Your revenue from a business can be supplemented by finding Wasters (also known in polite circles as clients) who are constantly circulating around the city. All these potential clients are reluctant customers, who don't know which business to patronize.

To get them to spend their money at your business, you have to knock them out and carry them back to your upgraded business.





The more upgraded businesses in the city, the greater number of Wasters wandering the streets. Two things to remember about the Wasters are: the opposition is also after customers, so you might have to enter another mob's turf to get hold of them; and all the Wasters are real snobs and pay significantly more money if the Tenant in the building is only concerned with producing money and not children.

So, now you've got a few businesses up and running the money is coming in at a reasonable rate, and you're thinking this is easy . . .

Then you get hit by a Tax Bill. This happens every five years and just like in the real world you have to pay your taxes. Everything you own in the game is taxed:

- the number of buildings,
- the amount of land,
- the number of people you have under your control,
- the number of Undesirables you have in your neighborhood.

It is important that you try to pay your tax demands as quickly as possible since interest added to overdue tax can be crippling (just ask Al Capone).

Failure to meet your Tax Bills will result in your being thrown out of the game. Also, unpaid bills can be carried over from one city to another.

Like every enthusiastic young Gangster, you want to expand your turf as soon as you can to show the opposition, and your Godfather, that you can be taken seriously.

To expand, you need money and you don't always have enough. In the old days, you would probably have robbed a bank or two for extra cash. But now, you are trying to run businesses and have to get a loan from the bank.



The difficulty level you selected at the start of the game dictates the maximum amount you can borrow. The banks are very obliging and will gladly loan you money up to the maximum allowed, but it will cost you in interest. You have to be careful with borrowing too much money -- when they want their interest and loans repaid they will make demands with extreme threats. If you ignore the bank's demands for money, they will curtail your business activities and bankrupt you.

To get more money without waiting for a business to prosper, you get into the real estate business and sell some property. All businesses or construction Resource factories can be sold to City Hall.

When thinking about selling a property you should check its current value in the building's data screen. As buildings get older they increase in value and further appreciate depending on the level of upgrade they have.

A good state of repair is essential to get the maximum return from any sale. For pure profit, try taking over a building belonging to another gang. Once you own it you have the choice of running the business yourself or selling it for a profit.

A few words of caution. It is very easy to waste money. In particular, try not to manufacture unnecessary Gadgets as these can use up your spare cash quickly. And try to avoid doing manual repairs to your buildings, this is very expensive and can be avoided by having enough Fixers around the neighborhood to take care of your properties.

More importantly, it is better to prevent building damage in the first place by keeping the Tenants happy and your enemies at bay.



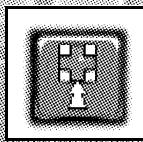
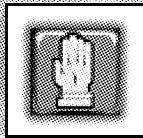
GETTING YOUR PEOPLE To Do What You Want

Mastering the selection and control of the characters is vital to getting the maximum gameplay experience and progressing through the game to the more demanding later levels.

The control method for all basic characters is the same: left-click to select a character, then right-click to target him. In addition to the common functions of all characters, once you have made a selection, if there are any special functions associated with that character, they will be displayed on the lower status area.

When the character is selected, an arrow appears above its head to show that you are now in control of that character, and an associated animation sequence is displayed in the video window at the right of the lower status area. This window also carries information about the character's current energy level - and an opponent's energy level when in a combat situation.

As the Worker character only has the basic, common functions, this will be used as an example for all the basic characters.



Common (Worker) Controls

An animated arrow above the head of a character shows that it is the currently selected character. If a group has been selected, no arrow will appear, but each character will have a pulsating square around its feet.

Stop the Selected Character from Moving or Fighting. If the character is carrying an object he will continue to hold it.

Send the Selected Character Straight to the Hospital (this does not apply to the Fixer as the icon does not appear in his functions). This icon only appears once you have constructed a Hospital.

Return the Selected Sharacter to the HQ Building. This actually makes the character flee back to the HQ, moving faster than normal.

Center Sscreen Around the Currently Selected Character.

Cancel Character Selection. You can also cancel the selection of a character by clicking on any other character, or by clicking anywhere on the map that does not have a character nearby.

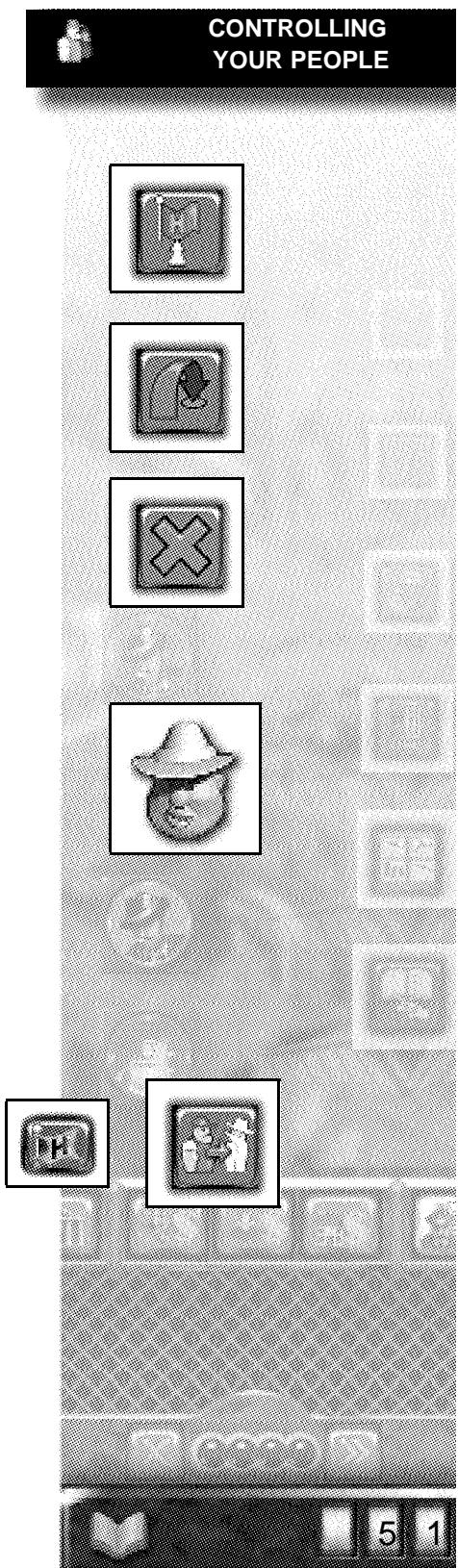
Fixers

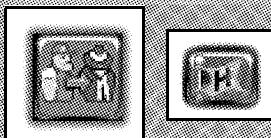
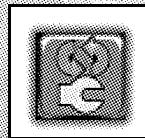
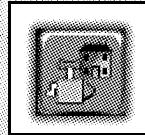
The Fixer is a character that can turn its hand to a variety of tasks essential to the game running smoothly.

The two most important functions are the repair and maintenance of your buildings, and the removal of unwanted buildings and external Gadgets. All properties in the game deteriorate over time and through the ravages of everyday city life - the odd visit from a gang of Thugs, the occasional bomb dropping into a garden, or even the implosion of one of your neighbors.

To keep your properties in tip-top condition, you need to have some Fixers in your gang. To get a Fixer you need to convert Workers in your HQ. Bring up your HQ's Data Screen and click the appropriate conversion icon. To do the conversion you actually need the Workers in the HQ building.

Once you have a Fixer, you can direct him to a city block and instruct him to go from building to building, repairing them as he works his way around. Or, you can target a Fixer to go to a specific building that is experiencing problems and once he gets inside the building, he will remain there. This is particularly useful as a defensive mechanism should factions of a rival family attempt to destroy one of your buildings.





There will be times when you want to get rid of a building, either because it has served its purpose and you want a different type of building there, or you want to clear some land to put down larger buildings. Select a Fixer, and then click the appropriate icon in the lower status area targeting the property you want to remove. In addition to removing buildings, the Fixer can also get rid of unwanted external Gadgets.

Special Fixer Controls

Destroy Building or Object.

When the Fixer is selected you can use him to destroy one of your own properties. Left-click this icon to switch the function on, then position the mouse-cursor over the building's foundation footprint that you wish to destroy. Clicking the mouse-button at this point will make the Fixer move to the front of the property and whip out his plunger. The same method can be used to remove an unwanted external Gadget simply by pointing the mouse at the base of the object. The mouse-cursor will change appropriately.

Toggle Auto Repair.

After clicking this icon, you can direct the currently selected Fixer to patrol a city block and automatically move from building to building, repairing them as he goes. Once initiated, you simply click the right mouse-button on the sidewalk, or on the grounds of the block of buildings you want maintained, and the Fixer will begin repairing immediately.

Gangsters

The Gangster is one of the most important characters in the game and to make full use of him you should get to know his abilities well.

You do not normally move to a city with Gangsters, they have to be created. You must have a number of workers in your HQ building in order to be converted into a Gangster.



Now that you have a Gangster in your mob, you should think about getting him some experience in the city -- he needs to go out and kill a few people. Every time a Gangster kills, he gains more experience which, when a certain level is reached, will qualify him to use a more sophisticated weapon. Moving through the game, you will come to realize that different characters killed by a Gangster contribute different amounts to his experience. Obviously, the high-experience credits are associated with harder targets, so you'll have to be careful.

In the first city of the game, Hick Town, your Gangsters are all armed with a shotgun. In later cities they will start with a knife and need to gain experience quickly. Weapons can only be upgraded as experience permits and this can only be done by killing people.

Gangsters operate best in their own territory. Your territory is indicated by a colored tint, covering the ground that emanates from your HQ building. To expand your territory, you must strategically place Territory Markers around the City Blocks. Each Marker has only a fixed range of effect so experiment with the best places to put them. When one of your Gangsters operates in your territory (within the colored area) he will defend that area more aggressively. Also, if he is pursuing a member of an opposing family, he will first chase him out of your territory then return to the point from which he began the chase.

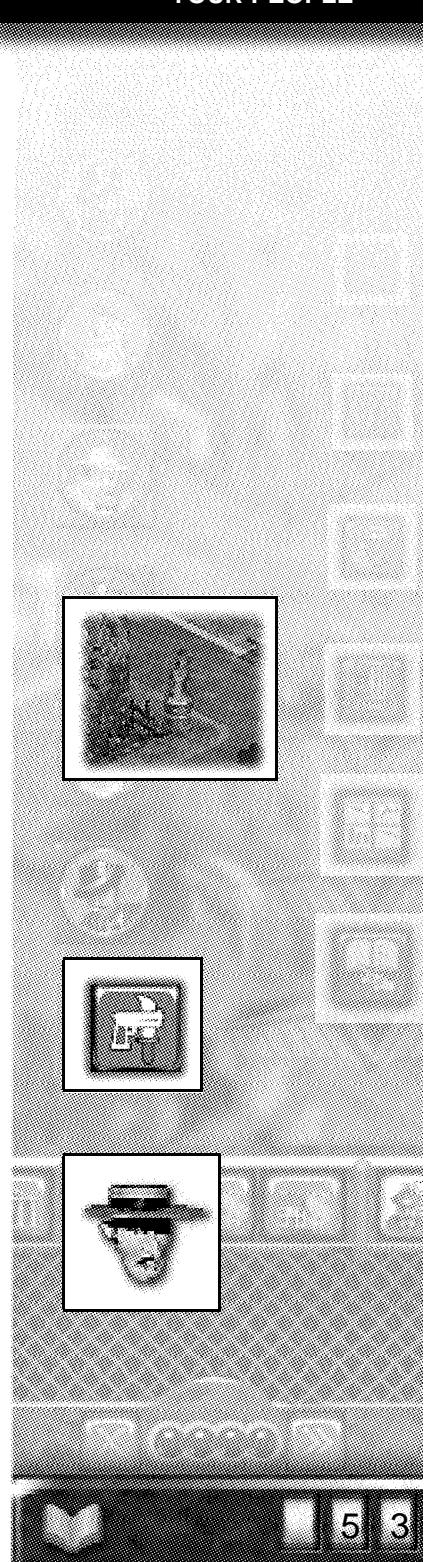
Special Gangster Controls

Display the Gangster's Weapon Selection Screen to check what current weapon he is carrying and to see if a weapon upgrade is possible.

Cousins

Cousins are all close relatives of the Godfather and need to be treated with care and respect.

Occasionally, a Cousin will come to town, only after you have received some advance notice, on a Mission for The Boss or maybe just to relax. You are expected to treat them like members of your own family and look after them during their stay in your neighborhood.





THE POLICE

The Police are run by City Hall but are always receptive to helping you out, so long as the money's good . . .

To engage a Policeman to patrol your own City Blocks, you need to pick up a beacon from the local Police Station and position it where you want the police to patrol. Once you drop a Beacon outside of the Police Station's grounds, you begin paying for the services of a Policeman (until you return the beacon back to the grounds of City Hall or the Police Station).

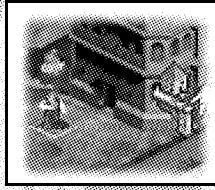
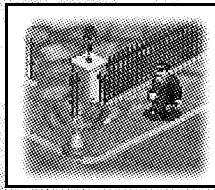
Where you drop the beacon determines what a Policeman does. If you drop it on the pavement, the Policeman will circle that city block. If you position a beacon on the grounds of a building, the Policeman will protect that building (but it will make it easier to get raided). Dropping a beacon anywhere else makes the Police patrol around that point.

To get extra Police Beacons, make bribes in your HQ building and get one of your characters to deliver it to the Police Station or City Hall. This creates Police Cones, allowing you to assign your own Police force.

Obviously, the job of the Police is to arrest criminals. Fortunately for you, the Police will not arrest people from the team that provides the patrol beacons. So, who do the Police arrest?

They will arrest Gangsters who are attacking other people or houses, but only if they see them committing the crime. They will arrest all Undesirables as soon as they catch sight of them (but not when an Undesirable is on the grounds of his own building). They will also scare off Fixers and Workers who are attacking a building the Police are protecting.

With the amount of violence in the city, the Police make a point of reporting all deaths, even those they don't witness first hand. When too many reports are made, an impartial Policeman will be assigned to an area by City Hall. This type of Policeman will arrest characters from all teams. If deaths occur on the grounds of a building, it dramatically increases the chance the property will be raided by the Police (especially if there is a Policeman already on the grounds watching). Dumping bodies in enemy territory is a good tactic if you want the Police to harass your opposition.



The Police will raid your businesses if they do not receive a large enough cut from any of your businesses (the amount of a 'contribution' is set in a property's data screen). You must increase the bribe if you intend to use a lot of Wasters, or if you expect there will be a number of suspicious deaths on the building's grounds.

To gauge the interest the Police have in a property, check out the Police Station's data screen and look for signs in the radar window; also check the bar in a property's data screen.

If there is a Policeman circling the estate, he will start visiting that particular property, examining it in more detail. There are also a series of colored icons which appear over the building as it attracts more Police interest.

If a business is raided by the Police, they will close it down and arrest the Tenant if he is in the building. The trapdoor Gadget offers a good way for the Tenant to escape a raid. But make sure you stop him from returning home too soon. If a Tenant is arrested, he will be taken to the Police station and kept there for a year.

Police interest in a business is shown by a small bar above the bribe meter in the Tenant information area in a Building's Data Screen. To reinforce the importance of this information, it is also shown on the radar window in the Police Station as a colored block indicating the level of interest -- red means a raid is imminent.

Whenever anyone is arrested they will be picked up by the Zeppelin and taken to a detention center. If you have not built a Prison, this will be the Police Station. The standard period of arrest in a Police Station is 3 months. However, if a Prison cell is available, the prisoner will be taken there and given a sentence of a year and a half. If you have built a Prison, you can use its data screen to see exactly who (from all teams) is in custody and for how long.

The data screen also shows how many spare prison cells you have. Clicking on the names allows you to see exactly where they are by using the Go To icon. Prisoners can be "broken out" using the Priest, as long as you take him to the correct building.





THE STRANGEST MEMBERS OF YOUR GANG

Never has a more motley crew of individuals appeared in a computer game, and probably never will again. These guys embody all that's best in psychotic and other severe personality defected individuals -- you won't find anything that conforms to normal and acceptable social behavior in these characters.

Plumb new depths of personal depravity as you inflict these cuddly guys on your neighboring enemies. Don't forget, your neighboring enemies have them as well (and with a different range of degenerate activities to be inflicted on you).

How to Control them

An Undesirable's action can only be selected when an Undesirable is in residence.

- Left click on the large panel in the Undesirable data screen to find out what the function is.

- To use the function you have to commission it

- There are a limited number of times you can use a particular function.

- You can abort an Undesirable's current function (particularly useful if you think the Undesirable is about to be arrested or killed).

- Once an Undesirable is targeted, he is no longer under your control (tip: move the Undesirable close to where you want him to carry out his function then target him).

- You can jump to the current location of an Undesirable by entering his building and clicking on this icon.



Bruto

Welcome to the Local Slaughter House. Inside you will meet one of the neighborhood's friendliest psychopaths, always ready to provide free demonstrations of bovine intimidation and discipline (what every well-adjusted kid on the block needs to learn!). Here you will also find a nifty threshing machinery that can clear a street quicker than Bruto without his deodorant. Join in the mayhem that Bruto painfully inflicts on others and just watch the madman go.

Functions

- As unpredictable as ever, you can get Bruto to do his impersonation of a complete psychopath and watch him destroy everything.
- In a more focused mood, you can get Bruto to take out all his homicidal tendencies on a specific building and watch him try and turn it into so much rubble.

Ghost

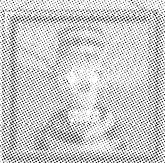
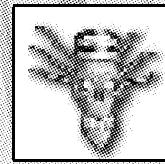
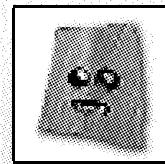
Tired of being hunted and feel its time to get haunted? Well, Spooky's little hide-away is the ideal place to start -- it will send a chill up the spine and make hair stand up in unmentionable places.

Once an infamous prison, going to Spooky's home is scarier than taking a shower in the dark, more frightening than spending Christmas with your granny, more terrifying than a . . .

Employ Spooky to scare the dickens out of your neighbors and frighten the hell out of opposing gangs -- then watch them get out of town as fast as possible.

Functions:

- Scare the hell out of a character from the opposition, and while he is shaking in his boots you can get him to do your bidding.
- Give one of your own people a cloak of darkness so they can carry out nefarious deeds without being seen by the enemy.





Hooker

Looking for a good time? Well you might just find more than you bargained for here in Lola's Palace of Delights. Not known for her subtlety, she is often seen around the streets entertaining passers-by with her dancing and sophisticated striptease.

If you need to get the attention of someone in uniform, she is definitely the woman for you. But be careful if she comes calling. You'd better have the rope, tub of margarine and a clean towel ready -- and she does not like to be kept waiting . . .

Functions:

- Have a dance in the streets. She will set up the best street party imaginable, attracting people to it as they try and go about their everyday work.
- Always a sucker for a guy in uniform, she can distract the Police and stop them from watching what you're up to.

Saboteur



Need a last minute Christmas present? Interested in second-hand ordnance to give to the kids? Or how about something nice for the wife? Well you have definitely come to the wrong place . . . If, on the other hand, you would like someone turned into a Roman Candle while indulging in some natural bodily functions . . . or perhaps furthering man's exploration of space by sending some yappy pooch into orbit, then welcome. Junior has had his 'Teach yourself to be a Mob Hitman' kit for over a year and has become really quite good -- give him a try and support the local 'getting orphans into business' scheme.

Functions:

1. With all the surplus in the Scrapyard, get Junior to make a bomb and arrange for it to be delivered to an enemy's building.
2. Not having mastered the craft of plumbing, Junior is ideal to carry out plumbing work on an enemy's building.



Priest

Fancy a quick game of bingo? Or how about a quick confession -- special offer, this week only, seven deadly sins for every one hundred Hail Marys. If instead, you would like to bolster your inventory of building materials (say, the latest Gadgets from the opposition's factories) or maybe just some good old cash, the Priest is on hand, and his cup never runneth over.

After years of extorting money from the neighborhood for numerous roof restoration funds, Holy Joe is your man if you want to get something for nothing. Also, in the tradition of Spencer Tracy, if you need to get one of your psychotic, weapon-wielding goombahs out of prison, Joe will persuade the authorities to let him loose.

Functions:

- Send the priest round to an opponent's Resources -- he'll force a donation to the church restoration fund.
- In the tradition of priests of the gangster era, you can send him to negotiate for the release of one of your boys locked up in prison.

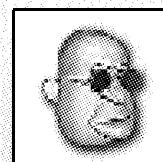
Thugs

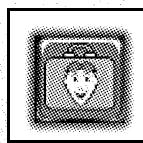
Fancy a game of pool? Well, you probably won't want to join the list for this club after meeting some of its members.

If it's brawling, balling, boozing and bashing you enjoy, this is definitely the place for you. Get to know the elite of local thuggery, purchase their services to rampage around the neighborhood -- you'll learn the true meaning of intimidation.

Functions:

- Kidnap a Tenant from an opposing team and hold him for ransom.
- Send the whole gang to an enemy's building and torch it.

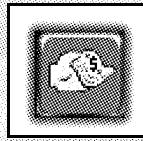




YOUR TENANTS

Once you have finished the construction of a business then you need to figure out who will live there. Left-click the Tenant selection icon from the Building's Data Screen and your current selection of available Tenants will be displayed.

In the early stage of the game you don't have much of a selection. This is because all the Tenants are from different social groups including 'salt-of-earth' types, financiers, aging immigrants, cooks and ladies of a questionable background. These social groups correspond to the level of business you are able to build. So when you build the appropriate type of business, you will attract the right sort of Tenants to the city.



Try to get the best suited Tenant to a particular type of property so that they feel at home, are happy and are as productive as they can be. When you click on a Tenant in the selection screen you will see their different attributes displayed at the top right of the screen. To accept a Tenant, click on the "Purchase" icon.

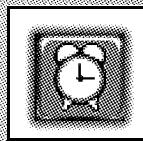
Money - a Tenant's revenue earning potential when in residence.

Repro - how good a Tenant is at producing offspring (i.e. the speed at which they breed).

Stress - how well a Tenant copes with the traumas of city life. This works closely with the *Repro* value and their damage attribute.

Life - the relative time a Tenant is expected to live, which admittedly depends on how demanding you are (particularly how much breeding you get them to do) and their stress level.

Damage - although properties naturally deteriorate, having a Tenant that is destructive may not be offset by their other characteristics.



Sometimes a Tenant can be more trouble than he or she is worth. If a tenant is not running a business properly, or complains too much, or if you just don't like the look of one, you can get rid of 'em -- it's very easy. Display the Building's Data Screen, wake up the Tenant using the appropriate icon in the left column of the data screen, wait for them to go outside the building to see what you want and then . . . Shoot 'em, simple isn't it?

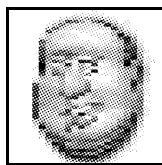
Alternatively, you might have a Tenant in the wrong type of business and need to relocate him. To move Tenant, wake him up and then wait for him to come out of the house. Once on the grounds, select the Tenant and target him to go into any vacant building you own.



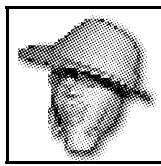
Occasionally, you may want a Tenant to help another out of a tight spot. Comparable to moving a Tenant to a new building, target the Tenant to go onto the grounds of an occupied building you own. Once there, the visiting Tenant will help out in anyway he can (particularly useful if there has been an accident involving sewage).



Level 1



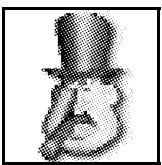
Level 2



Level 3



Level 4



Level 5





FLOATING ICONS

When your city development reaches a reasonable size, it can be very time- consuming to click on every building in order to display the data screen to know what is going on inside. The following floating icons are positioned over properties to give you a quick status report.



- For Rent -- means that there is no Tenant in the building.



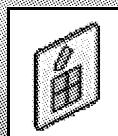
- Infested with Cockroaches -- indicates that the building has been empty for too long and the infrastructure is deteriorating.



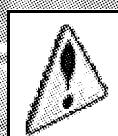
- Sold to City Hall -- displayed when you have decided you no longer need a property (or you need money) and have sold it. The floating icon is displayed until someone arrives to knock the building down.



- Haunted by Ghosts -- when a ghost is in residence, the buildings main function stops and damage to the property accelerates.



- Awaiting Delivery of a Gadget -- shows that an internal Gadget has been ordered and is waiting for delivery from the Gadget Factory.

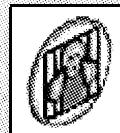
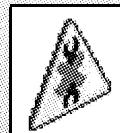
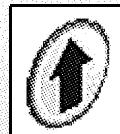


- Tenant in Residence Has a Complaint about Something -- display the Building's Data Screen and click on the Tenants head to find out what is wrong. Alternatively, click on the complaint icon on the upper status area.



- Building Closed Down by Police After a Raid --while this floating icon is displayed normal building business stops.

- Building Being Upgraded -- floating icon shows that the upgrade process has been initiated.

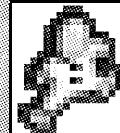


- Somebody Being Held in Prison/Police Station Who was Residing in This Building.

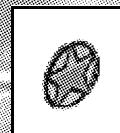
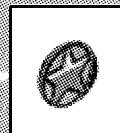
- Tenant Being Held Hostage Here by a Gang of Thugs.

- Tenant has been Kidnapped by Thugs from a Rival Family.

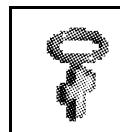
- The Business is Currently Paying You Money or the Tenant in this Business is Busy Breeding.



- Police Interest Level is low, med or high



The following floating icons appear over the bodies of dead characters and, depending upon the body's location, indicate the degree of Police interest they are generating: zero, low, medium and high effect.



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